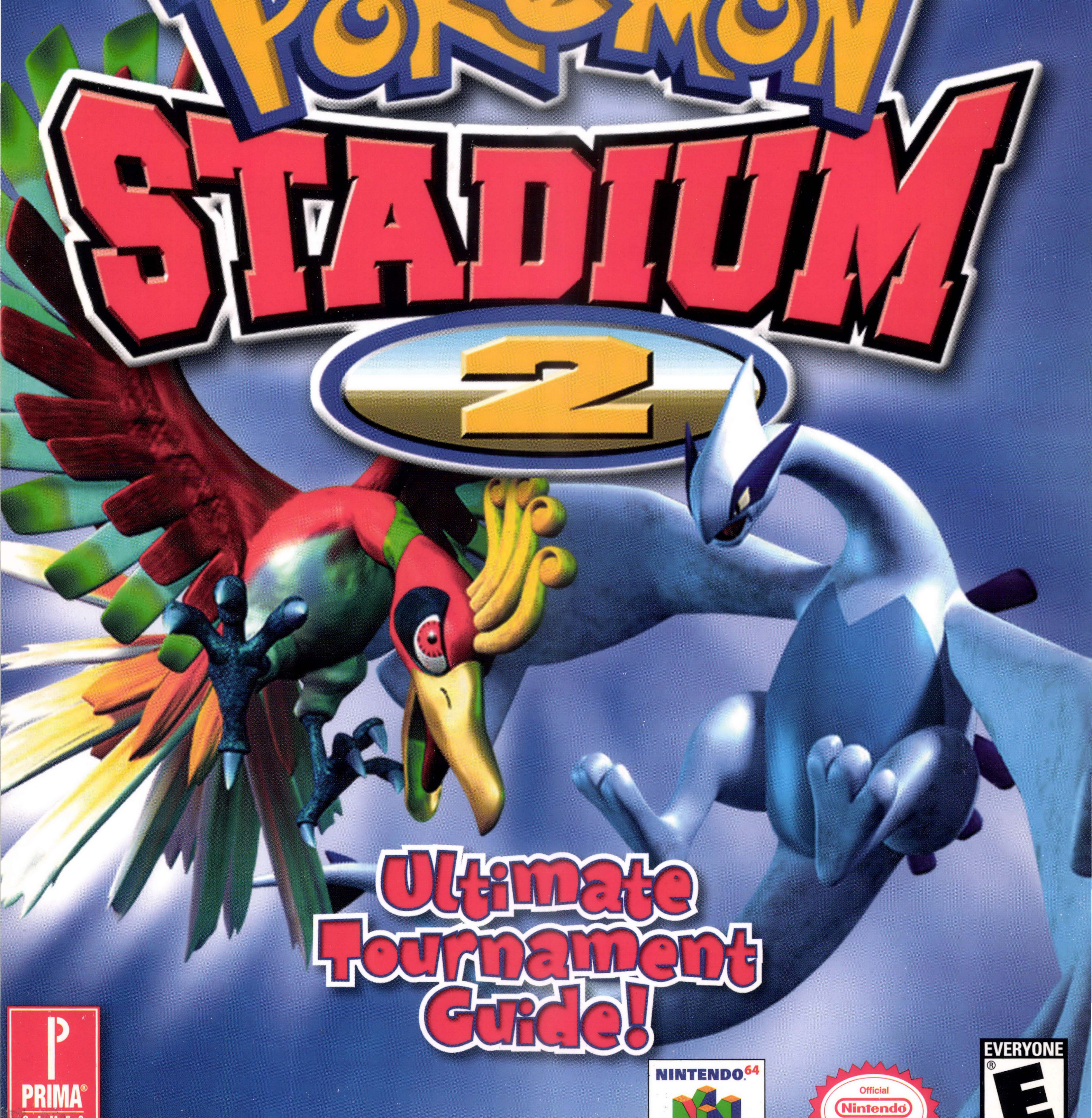
PRIMA'S OFFICIAL STRATEGY GUIDE

POKéMON® STADIUM 2



Ultimate Tournament Guide!

Elizabeth M. Hollinger

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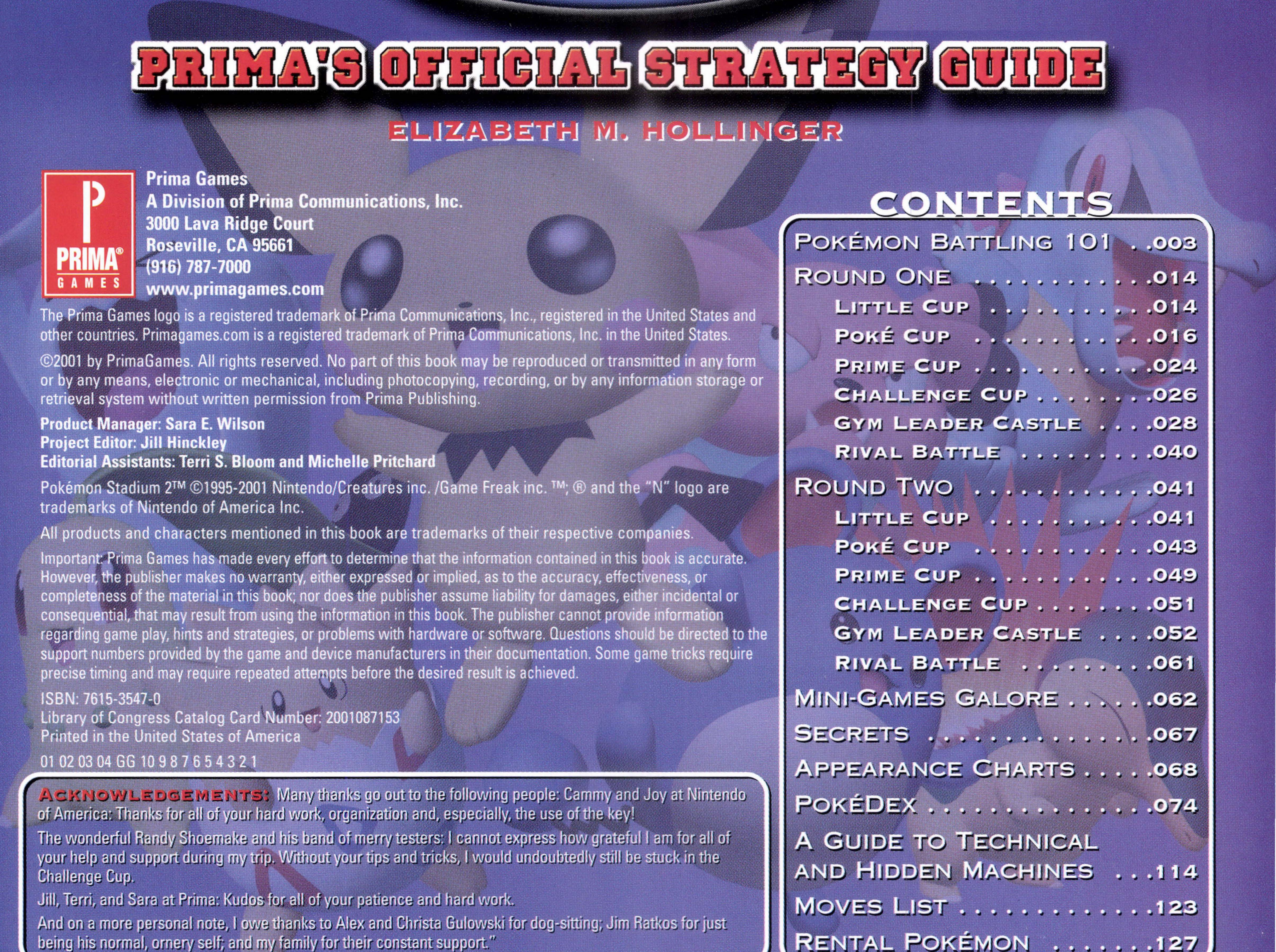
ELIZABETH M. HOLLINGER



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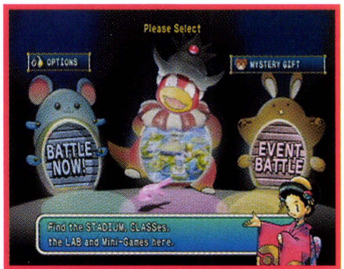
POKéMON BATTLING 101

CAUTION

THIS CHAPTER IS MEANT TO SERVE AS AN ADDITION TO THE POKÉMON STADIUM 2 INSTRUCTION MANUAL INCLUDED IN THE GAME PAK. IF YOU HAVE QUESTIONS CONCERNING THE BASICS OF GAME PLAY, PLEASE REFER TO THAT MANUAL FIRST.

GAME BASICS: FLOW OF BATTLE AND BASIC RULES



Find the STADIUM, CLASSes.
the LAB and Mini-Games here.

Choose your destination from the Start menu.

Pokémon Stadium 2 has three basic modes of play: Battle Now!, White City, and Event Battle. Battle Now! allows you to start battling Pokémon immediately with a randomly generated team of Pokémon. Event Battle is the main arena for two-player battles. Here, you and a friend can match wits and Pokémon in all four of the main Battle Cups: Prime Cup, Poké Cup, Little Cup, and Challenge Cup. All of the Cups, with the exception of the Challenge Cup, require both competitors to have a Transfer Pak and a copy of *Pokémon* with six eligible Pokémon in the active battle party.

White City is where the fun of the single-player game takes place. Here you find the Gym Leader Castle, the Stadium, the multiplayer Free Battle zone (similar to the Event Battle mode, except that you can use Rental Pokémon), GB Tower, the Laboratory, Earl's Pokémon Academy, and other areas of interest. All of the events covered in this guide take place in this area.

RULES OF THE GAME

All of the single-player Battle Cups in *Pokémon Stadium 2* are governed by the following set of basic rules:

1. One Trainer battles a computer-controlled Trainer.
2. The Trainer must choose six Pokémon before going into battle.
3. The Trainer may not choose more than one of a certain Pokémon (for example, you cannot have a team consisting of two or more Pikachu).
4. The Items held by the Pokémon (should you equip them with Items) must all be different.
5. Out of the six Pokémon chosen, the Trainer must choose three to use in battle.
6. The first Trainer to make all the opponent's Pokémon Faint wins.
7. The Trainer must will all battles in the Cup to win the Cup.
8. If one Pokémon falls Asleep, none of the others on the same party can be put to Sleep by an opponent at the same time. Two can be Asleep, but not at the same time.The same goes for Freezing. It is possible to have one Pokémon Asleep and one Frozen.
9. If your last remaining Pokémon uses Selfdestruct or Explosion, you lose, even if it causes the opponent's last Pokémon to Faint. Likewise, Perish Song or Destiny Bond will always fail when used by the last Pokémon.

Each Cup has its own rules covering the types of Pokémon admissible and the levels required.

LITTLE CUP

This Cup pits recently hatched L5 Pokémon against each other. You can breed your own super-offspring to compete in this Cup or use the Rental Pokémon provided by the game. The special rules governing this Cup are as follows:

CHANSEY
L5
HP
31/42
ELEKID
L5
HP
27/20

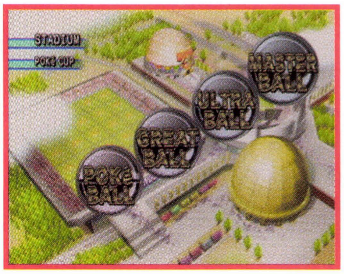
It's frozen solid!

1. Only these 86 kinds of Pokémon qualify to compete:

Abra
Bellsprout
Bulbasaur
Caterpie
Chansey
Charmander
Chikorita
Chinchou
Cleffa
Cubone
Cyndaquil
Diglett
Doduo
Dratini
Drowzee
Eevee
Ekans
Elekid
Exeggcute
Gastly
Geodude
Goldeen
Grimer
Growlithe
Hoothoot
Hoppip
Horsea
Houndour
Igglybuff
Kabuto
Koffing
Krabby
Larvitar
Ledyba
Machop
Magby
Magikarp
Magnemite
Mankey
Mareep
Marill
Meowth
Natu
Nidoran♀
Nidoran♂
Oddish
Omanyte
Onix
Paras
Phanpy
Pichu
Pidgey
Pineco
Poliwag
Ponyta
Porygon
Psyduck
Rattata
Remoraid
Rhyhorn
Sandshrew
Scyther
Seel
Sentret
Shellder
Slowpoke
Slugma
Smoochum
Snubbull
Spearow
Spinarak
Squirtle
Staryu
Sunkern
Swinub
Teddiursa
Tentacool
Togepi
Totodile
Tyrogue
Venonat
Voltorb
Vulpix
Weedle
Wooper
Zubat

2. The moves Dragon Rage and Sonicboom have no effect in this contest.

POKÉ CUP



The Poké Cup is for Pokémon between the levels of 50 and 55. This is the basic Battle Cup in the game consisting of four divisions with eight battles in each. The special rules governing this tournament are as follows:

1. Pokémon of levels 50 to 55 may enter. If you don't have six Pokémon, you may supplement with Rental Pokémon.
2. The combined levels of the three battle Pokémon may not exceed 155.
3. Mew, Mewtwo, Lugia, Ho-oh, and Celebi may not enter.

PRIME CUP

MEWTWO
L100
HP
206/413
PERSIAN
L100
HP
234/234

The Prime Cup tests the strength of your L100 Pokémon. If you do not have your own L100 Pokémon, you can use Rental Pokémon. Keep in mind, however, that the pool of Rental Pokémon does not include the heavy hitting Mew, Mewtwo, Lugia, Ho-oh, or Celebi. The special rules for this contest are:

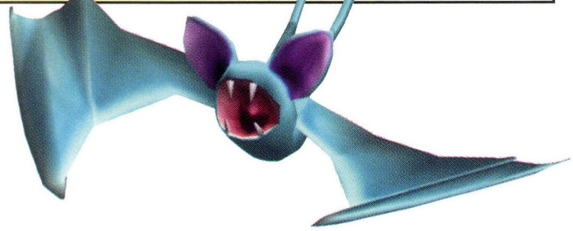
1. Any Pokémon up to Level 100 can be used. The opposing Trainers will all use L100 Pokémon.

CHALLENGE CUP

1P
JAN&JANE
Cancel
Check

The Challenge Cup is the ultimate test of your Pokémon Trainer prowess! Here battle a series of Trainers with a team of Pokémon randomly generated by the computer. In each division, the level of the Pokémon increases, as do the stakes! The rules governing this Cup are as follows:

1. Battle using six provided Pokémon. This mode tests your ability as a Trainer.
2. There are four level classes.



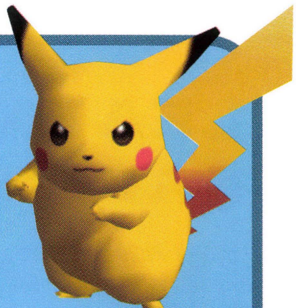
TO RENT OR TRANSFER? ANSWERS TO THE POKÉMON DILEMMA

The first question you must answer when you plug *Pokémon Stadium 2* into your Nintendo 64 is whether or not you are going to use Pokémon from your Game Boy Game Paks or the Rental Pokémon provided in the game. The answer to that question is pretty simple: *Pokémon Stadium 2* ultimately exists as a proving ground for the Pokémon you've painstakingly tamed and trained in any of the five US versions of the Pokémon Game Boy game. In fact, the multiplayer Event Battle section requires that you and your friends hook up your Nintendo® 64 Transfer Pak and Game Boy Game Paks before you can play!

However, not everyone has the time or inclination to train teams of Pokémon for the Cups and battles that form the basis of the single-player games found in White City. And, because you can't win prizes or unlock the game's secrets by mastering the multiplayer sections of *Pokémon Stadium 2* alone, you may find yourself stuck with using Rental Pokémon.

THE PROS AND CONS OF RENTING POKÉMON

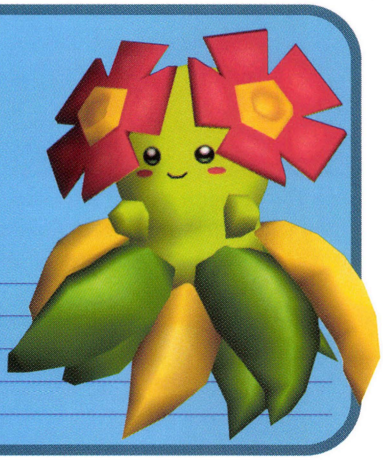
To be honest, there are more cons to the Rental Pokémon than there are pros, but they are convenient for filling out your team. On the whole, Rental Pokémon are weaker than their opponents and lack the specialized move sets that often make the difference between winning and losing. Besides, you can't customize a Rental Pokémon, except superficially with a Held Item.



NOTE

Pokémon Stadium 2 provides some basic berries for you to use as "Rental" Held Items. You can (and should) supplement them with some of the more powerful Held Items found in the games. These include special berries such as the Miracleberry or the Gold Berry, and power-ups such as Soft Sand, Miracle Seed, Charcoal, and Mystic Water. Other types of Held Items such as Leftovers and Focus Band are also good choices. Because these Items are relatively easy to acquire (in comparison to raising six Pokémon up to L100!) and can really augment your Pokémon's strengths, take the time to find them before taking on some of the more advanced Cups and challenges in the single-player game.

However, when you import your own Pokémon into *Pokémon Stadium 2* you can customize them as you see fit. Use Items such as Protein and Rare Candy to increase their weak stats, reinforce already stellar ones, or merely raise them up in levels without battling.



NOTE

You can use up to 10 of each of the stat-increasing Items listed below on any one Pokémon in your care. Using these Items can really give your Pokémon a leg up against your competitors.

Calcium	Raises the Pokémon's base SP Attack and SP Defense.
Carbos	Raises the Pokémon's base Speed.
HP Up	Raises the Pokémon's base Hit Points.
Iron	Raises the Pokémon's base Defense.
Protein	Raises the Pokémon's base Attack.

Pokémon that you raise yourself have the added benefit of knowing moves that you personally like and are comfortable with. If you don't like the moves that one of your Pokémon currently knows, you can easily change them with TMs and HMs. Moreover, you can raise Pokémon specifically to compete in the different Cups that *Pokémon Stadium 2* offers.

On the other hand, if you just want to dive right into the single-player games in White City without the hassle of transferring your own Pokémon over, then feel free to use the Rental Pokémon. Or use a mixed team of your own Pokémon supplemented by a Rental Pokémon or two.

NOTE

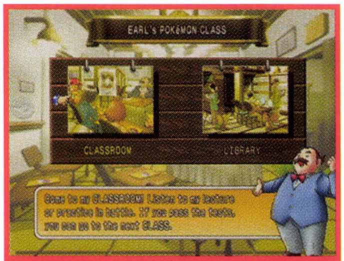
Not sure how to tell a good Rental Pokémon from a bad one? First look at the array of moves it has. A good Rental Pokémon has at least one move that matches its type(s) (that is, a Fire move for a Fire Pokémon) and others that are complementary, but not repetitive. A good Rental Pokémon knows different types of moves, and it helps if it knows a good combo move.

Next, check out that Pokémon's Speed, Attack, and other stats. If the Pokémon knows a lot of Physical attacks, then it needs to have a high Attack stat. The same goes for Pokémon with lots of Special-type attacks. They must have a high Special Attack stat to inflict a decent amount of damage. Speed is also very important because the ability to attack first almost always helps in battle.

If you still aren't comfortable, play a few rounds of the Challenge Cup. The experience you get from using unfamiliar Pokémon in battle will quickly teach you how to evaluate strange Pokémon and even give you some ideas for your own!

LEARN FROM THE EXPERTS AT EARL'S POKÉMON ACADEMY

Fans of *Pokémon Gold* and *Silver* will recognize Earl's Pokémon Academy as a source of all sorts of knowledge for the beginning Pokémon Trainer. In *Pokémon Stadium 2*, Earl's Pokémon Academy is a great place to begin. Inside you'll find a Classroom filled with interesting courses and a complete Library with information not only on moves and Pokémon, but also on the ins and outs of breeding Pokémon at the Day Care Center.



In the Academy, choose between taking classes in the Classroom and studying in the Library. A good Trainer will get to know both of these locations very well.

We strongly recommend that you complete the Academy's three courses before participating in the Cup Battles. Earl's lectures will teach you almost everything you need to know about the art of Pokémon battling, including the tricks and habits of the computer's AI. With all three medals under your belt, you should have no problem guessing how the computer-operated Trainers in the various Cups are going to react to most situations. This kind of information is invaluable, and all you have to do to get it is read a few lectures and answer some questions.

If you played the original *Pokémon Stadium*, then you should already know how to predict the computer's tactics. If this is your first time, then pay attention! The computer that controls your opponent Trainers in the single-player Battle Cups is pretty easy to figure out with a little experience and advance knowledge.

First of all, if you enter a battle knowing what kinds of moves the opponent's Pokémon have, you can easily predict how the Trainer will use those attacks. For example, if an opponent's Pokémon has a move that causes status problems, it will always start with that attack, hoping it will debilitate your Pokémon. Moves such as Swagger, Mud-Slap, Toxic, Confuse Ray, Attract, and Double Team are the computer's favorite opening gambit because, if successful, they immediately put you on the defensive. The only reason the computer AI ever deviates from this path is when your Pokémon is safe from this tactic. So, if you know that a Trainer likes to use Attract, you can stop him or her in his tracks by using a Pokémon of the opposite gender or one that has no gender associated with it.

CAUTION

Of course, the computer never cheats, but it does seem to beat the odds quite a bit. If your Pokémon is inflicted with a status abnormality such as Attraction, Paralysis, or Confusion, there is a high chance that it will be affected by that status on almost every single turn. This is especially true if you are doing extremely well in the battle or the battle is one of the later ones in a Cup. In addition, watch out for Pokémon who use Flinch-inducing attacks such as Bite or Headbutt, as these too will be abnormally effective in the computer's hands!

Secondly, the computer pays very close attention to the damage multipliers associated with Pokémon-type–Move-type matches and knows exactly how to exploit little-known weaknesses. You can almost always count on an advanced Trainer's Pokémon to be equipped with attacks that are very effective against the type of Pokémon you are most likely to use against it. For example, if a Trainer brings out a Grass-type Pokémon and you counter with a Fire-type Pokémon, there is a very good chance that the computer's Pokémon will have a Ground-type attack as one of its four moves. As you progress through the game, pay very close attention to the compatibility factor!

Finally, when you do construct your three-member battle team, be sure to balance it out as best you can. After all, your competitor is doing the same exact thing. The computer is notorious for switching out Pokémon the moment you bring in one that is particularly strong. If the opponent's Pokémon cannot efficiently counter your Pokémon's threat with an attack of its own, the computer almost immediately switches it out for a Pokémon that can.

Returning to the Grass vs. Fire Pokémon scenario from above: If the computer's Grass Pokémon is especially slow or does not have an effective move in its arsenal (basically if it's in danger of Fainting in the first round), expect the computer to pull it out before you can attack.

Because the computer is pretty good at putting together well-balanced teams, expect it to substitute a Pokémon that can inflict a super-effective amount of damage on your Pokémon. The best-case scenario for the computer is to be able to knock out your super-effective Pokémon #1 with its Pokémon #2, thus preventing you from using it against the computer's Pokémon #1.

Your best recourse in this situation is to lead with attacks that can affect almost any type of Pokémon in the computerized Trainer's team. This way you won't waste an attack if the computer pulls in a Pokémon that's resistant to the move it thinks you'll use. After the opponent switches, you can evaluate whether or not you need to make a switch as well.

These are just a few of the tactics that the computer likes to use against human Trainers. Earl will gladly teach you more!

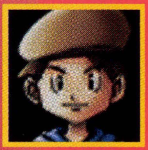
VS BATTLING AT THE ACADEMY

When you've read the lectures and taken the final exam, you complete your course at Earl's Pokémon Academy with Vs Battles. These battles are specifically designed to test your understanding of the principles taught in the lectures you just read. To clear a battle, you must not only defeat the Trainer, but you must first choose the correct Pokémon from the six you are given. If you fail to do one or the other, you fail the exam. The Trainers you've beaten are marked with a Star icon, while the ones you've failed to beat are marked with a Flame icon.

What follows are the solutions to all of these Vs Battles. For the best preparation, use this guide only when you are completely stuck and even Earl's hints can't help you!

TRAINER CLASS

SKILL TEST #1: CAMPER COLE



Uses Grass-type Pokémon.

Goal: Choose Pokémon with moves that are super-effective against Grass-type Pokémon (Fire, Ice, Poison, Flying, and Bug moves).

Solution: Choose Growlithe (with Fire move Flame Wheel), Pidgeotto (with Flying move Wing Attack), and Beedrill (with Bug move Twineedle).

SKILL TEST #2: SUPER NERD MELVIN

Uses Fire-type Pokémon.

Goal: Choose Pokémon with moves that are super-effective against Fire-type Pokémon (Water, Ground, and Rock moves).

Solution: Choose Furret (with Water move Surf), Stantler (with Ground move Earthquake), and Miltank (with Rock move Rollout).

SKILL TEST #3: SCHOOLBOY CARSON

Uses a variety of Pokémon.

Goal: Carson uses three types of Pokémon: Dark, Steel, and Ground. Choose three Pokémon that have moves that are super-effective against those types.

Solution: Pick Bellossom (with Grass move Giga Drain—good against Ground-type Pokémon), Magmar (with Fire move Fire Punch—good against Steel-type Pokémon), and Hitmonlee (with Fighting move Jump Kick—good against both Dark- and Steel-type Pokémon).

SKILL TEST #4: SWIMMER♂ CLAYTON

Uses Pokémon with Acid Armor and Barrier moves.

Goal: To counter the effects of Acid Armor and Barrier (which increase the Pokémon's Defense) use set-damage moves such as Dragon Rage, etc.

Solution: Pick Dragonair (with set-damage move Dragon Rage), Murkrow (with set-damage move Night Shade), and Pinsir (with set-damage move Seismic Toss).

SKILL TEST #5: YOUNGSTER JONATHAN

Uses Pokémon with two-turn, charge-style moves such as Solarbeam and Skull Bash.

Goal: Counter the effects of these two-turn, charge-style attacks with two-turn attacks such as Fly and Dig, which get your Pokémon out of harm's way. Be sure to time your attacks well, so that your Pokémon is up in the air or beneath the ground when the opponent Pokémon finally releases its charged-up attack.

Solution: Choose Croconaw (with Dig), Aerodactyl (with Fly), and Delibird (also with Fly).

SKILL TEST #6: PICNICKER CYNDY

Uses Amnesia Pokémon.

Goal: Counter the effects of Amnesia with Pokémon who use Physical attacks only.

Solution: Choose Granbull (with Normal move Return), Lickitung (with Normal move Strength), and Fearow (with Flying move Drill Peck).

SKILL TEST #7: LASS NANCY

Specializes in Pokémon who use Support moves such as Double Team and Sand-Attack to increase their evasiveness and decrease your Pokémon's accuracy.

Goal: Counter the status effects of Nancy's Support moves with moves such as Haze and Foresight, which nullify the effects of moves such as Double Team and Sand-Attack. The move Swift is also good because it is 100 percent accurate.

Solution: Choose Eevee (with Swift), Noctowl (with Foresight), Golbat (with Haze).

GYM LEADER CLASS

SKILL TEST #1: POKÉMANIAC JOSEPH

Wonders if you know the difference between "real" Status Anomolies and status "abnormalities."

Goal: Use Pokémon with attacks that cause abnormalities instead of "real" Status Abnormalites. If you inflict the opponent Pokémon with enough of them, it won't be able to attack at least half the time.

Solution: Choose Lanturn, Raichu, and Gastly. Use Attract first and then Confuse them with the second attack. While the opponent is reeling, hit hard with the Pokémon's third big offensive move.

SKILL TEST #2: KIMONO GIRL NAOMI

Uses Ghost and Dark Pokémon to test your knowledge of Item and move combos.

Goal: Defeat Naomi's team by combining your Pokémon's moves with the power of their Items.

Solution: Choose Primeape (Bitter Berry + Thrash), Poliwhirl (Mint Berry + Belly Drum, Rest, and Mud-Slap), and Politoed (Miracleberry + Belly Drum, Rest, and Mud-Slap). Lead with Primeape vs. Murkrow and then use the Poliwhirl and Politoed against whatever two Ghost-type Pokémon Naomi chooses. Use the attacks in their given order: Belly Drum (to max out the Pokémon's attack) then Rest (to recover HP lost to Belly Drum) and, finally, Mud-Slap.

SKILL TEST #3: LASS TAMMY

Uses Dual-type Pokémon.

Goal: Figure out how to exploit the weaknesses (and strengths!) of Dual-type Pokémon. Remember how Attack Strength is increased (same type of Pokémon using the same type of move, etc.).

Solution: Choose Mareep (Electric Pokémon with the Electric Thunderbolt attack), Wooper (a Water/Ground-type Pokémon with the watery Surf attack), and Spinarak (a Bug/Poison Pokémon with a poisonous Sludge Bomb move). Be sure to match strengths once your opponent sends her Pokémon onto the battlefield.

SKILL TEST #4: YOUNGSTER DUSTIN

Uses Pokémon with Fly and Dig moves.

Goal: Outwit the defensive capabilities of Fly and Dig attacks using Earl's strategies. Remember that certain attacks can reach those "hidden" Pokémon and even inflict double damage. In addition, other moves guarantee the success of another attack.

Solution: Choose Seadra (with the anti-Fly attack, Twister), Magneton (with the Lock-on + Zap Cannon combo), and Aerodactyl (with the anti-Dig attack, Earthquake). Be sure to match your Pokémon strengths to your opponents' weaknesses once you are on the battlefield.

SKILL TEST #5: SCHOOLBOY NOLAN

Uses Pokémon with high Special Defense stats and who know Light Screen!

Goal: Figure out how to combat your opponent's preference in Pokémon. Use good Physical attacks against his Pokémon with high Special Defense stats. Usually (but not always), if one stat is high, the other will be much lower.

Solution: Choose Staryu (Light Screen and Swift), Mr. Mime (Light Screen and Headbutt), and Jynx (Body Slam). These Pokémon can use their Physical attacks to slide under the opponent's Light Screen. In addition, you can use your own Light Screen to decrease the damage caused by their Special Attacks.

ELITE FOUR CLASS

SKILL TEST #1: COOLTRAINER♂ CONNOR

Relies solely on Hyper Beam!

Goal: Because Hyper Beam can take most Pokémon out in a single shot, it's important to take the opponent's Pokémon out before it can attack. Use your enemy's weaknesses against him by mixing type-weaknesses with strong attacks and Held Items!

Solution: Choose Pikachu (Light Ball + Thunderbolt), Cubone (Thick Club + Earthquake), and Shuckle (Focus Band + Withdraw). The Shuckle is virtually useless, but if you use Pikachu and Cubone against Pokémon that are weak to their attacks, you are guaranteed to take the opponent out with a single attack.

SKILL TEST #2: COOLTRAINER♀ BECKY

Uses Hyper Beam after raising the Pokémon's Attack stat.

Goal: Counter Becky by using speedy Pokémon who can attack first and Endure (that's a hint!) Hyper Beam.

Solution: Choose Scyther, Raticate, and Raichu. They all have Endure, Reversal, and a move that affects the Pokémon's Speed. Use the attacks in this order: Speed-related move, then Endure, then Reversal. The idea is to time the Endure move with the opponent's Hyper Beam turn and then use Reversal to take out the opponent while it recharges.

SKILL TEST #3: JUGGLER FERRIS

His Dragonite and Tyranitar love cool and nifty combo attacks.

Goal: Amaze and defeat your opponent using lots of fun combo attacks.

Solution: Choose Steelix (Bind + Toxic combo), Poliwrath (Mind Reader + Dynamicpunch combo), and Golem (Defense Curl + Rollout combo). Steelix works best against Dragonite. Poliwrath should take on Tyranitar.

SKILL TEST #4: SWIMMER♀ JULIAN

Relies on a Rain Dance and Thunder combo.

Goal: Use the weather to your advantage! If your opponent casts Rain Dance, counter with Sunny Day.

Solution: Choose Exeggutor, Jumpluff, and Houndoom. All three have the Sunny Day move. If you use this right after the opponent casts Rain Dance, the sky will immediately clear and Julian's Pokémon will lose their advantage. If faced with the move Minimize, pull out Exeggutor and Stomp!

A GUIDE TO POKÉMON MOVES AND ATTACKS

Pokémon Stadium 2 can be won or lost on the basis of how well you understand the different types of Pokémon moves. You have to match move type with Pokémon type to increase the amount of damage you can inflict, and you must determine when to use a certain type of move.

POKÉMON TYPE–MOVE TYPE COMPATIBILITY

This is essential: You must match the Attack type to the type of Pokémon you are attacking. Every type of Pokémon has strengths and weakness. When you use a type of move that exploits a Pokémon's weakness (for example, quenching a Fire Pokémon's flame with a Water-type attack), it does double or more the amount of damage.

SINGLE-TYPE POKÉMON–MOVE TYPE COMPATIBILITY

Pokémon Type

Attack Type	NORMAL	FIRE	WATER	GRASS	ELECTRIC	ICE	FIGHTING	POISON	GROUND	FLYING	PSYCHIC	BUG	ROCK	GHOST	DRAGON	DARK	STEEL
NORMAL													▲	X			▲
FIRE		▲	▲	●		●						●	▲		▲		●
WATER		●	▲	▲					●				●		▲		
GRASS		▲	●	▲				▲	●	▲		▲	●		▲		▲
ELECTRIC			●	▲	▲				X	●					▲		
ICE		▲	▲	●		▲			●	●					●		▲
FIGHTING	●					●		▲		▲	▲	▲	●	X		●	●
POISON				●				▲	▲				▲	▲			X
GROUND		●		▲	●			●		X		▲	●				●
FLYING				●	▲		●					●	▲				▲
PSYCHIC							●	●			▲					X	▲
BUG		▲		●			▲	▲		▲	●			▲		●	▲
ROCK		●				●	▲		▲	●		●					▲
GHOST	X										●			●		▲	▲
DRAGON															●		▲
DARK							▲				●			●		▲	▲
STEEL		▲	▲		▲	●							●				▲

● = 2x damage

▲ = 1/2 damage

X = "It has no effect."

It's super-effective!

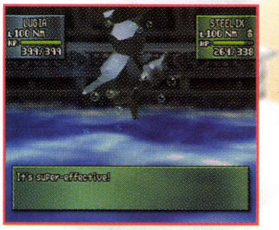
A Dual-type Pokémon may gain certain advantages or disadvantages based on how well its two types combine. For example an Electric/Steel-type Pokémon: The addition of the Steel-type to the Electric-type increases that Pokémon's resistance to most types of attacks. However, because both types are weak against Ground-type attacks, the amount of damage the Pokémon would receive if hit with a Ground attack is quadrupled (2 x 2 = 4x). On the other hand, because both types are naturally resistant to Flying- and Steel-type attacks, the damage that Pokémon would receive from those attacks is quartered (1/2 x 1/2 = 1/4x). Also, because the Steel-type is not affected by Poison-type moves, that invulnerability is automatically conferred upon the Steel/Electric-type Pokémon, regardless of how resistant or vulnerable the Electric side is.

DUAL-TYPE POKÉMON–MOVE TYPE COMPATIBILITY

Attack Type

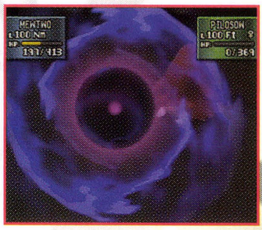
Pokémon Type	NORMAL	FIRE	WATER	GRASS	ELECTRIC	ICE	FIGHTING	POISON	GROUND	FLYING	PSYCHIC	BUG	ROCK	GHOST	DRAGON	DARK	STEEL
N/Fl				▲	●	●			X			▲	●	X			
N/Ps											▲	●		X		●	
Fi/Fl		▲	●	■	●		▲		X			■	★				▲
Fi/R	▲	■	★			▲	●	▲	★	▲		▲	●				
Fi/Dk		▲	●	▲		▲	●		●		X		●	▲		▲	▲
W/E		▲	▲	●		▲			●	▲							■
W/I			▲	●	●	■	●						●				
W/Ft		▲	▲	●	●	▲				●	●	▲	▲			▲	▲
W/Po		▲	▲		●	▲	▲	▲	●		●	▲					▲
W/Gd		▲		★	X			▲					▲				▲
W/Fl		▲	▲		★		▲		X			▲	●				▲
W/Ps		▲	▲	●	●	▲	▲				▲	●		●		●	▲
W/R	▲	■		★	●	▲	●	▲	●	▲							
W/D		■	■												●		▲
Gr/Po		●	▲	■	▲	●	▲			●	●						
Gr/Fl		●	▲	■		★	▲	●	X	●			●				
Gr/Ps		●	▲	▲	▲	●	▲	●	▲	●	▲	★		●		●	
Gr/B		★	▲	■	▲	●	▲	●	■	★		●	●				
E/Fl				▲		●	▲		X	▲		▲	●				▲
E/S	▲	●		▲	▲	▲	●	X	★	■	▲	▲	▲	▲	▲	▲	■
I/Gd		●	●	●	X		●	▲									●
I/Fl		●		▲	●				X			▲	★				●
I/Ps		●				▲					▲	●	●	●		●	●
I/Dk		●				▲	★				X	●	●	▲		▲	●
Ft/B		●		▲			▲		▲	★	●	▲				▲	
Po/Gd			●		X	●	▲	■	●		●	▲	▲				
Po/Fl				■	●	●	■	▲	X		●	■	●				
Po/B		●		■			■	▲		●	●	▲	●				

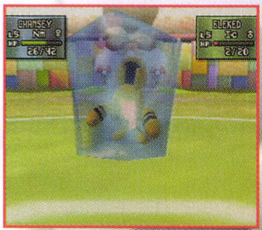
★ = 4x damage ● = 2x damage ▲ = 1/2 damage ■ = 1/4 damage X = "It has no effect."



It's super-effective!

It braced itself!





DUAL-TYPE POKÉMON–MOVE TYPE COMPATIBILITY

Attack Type

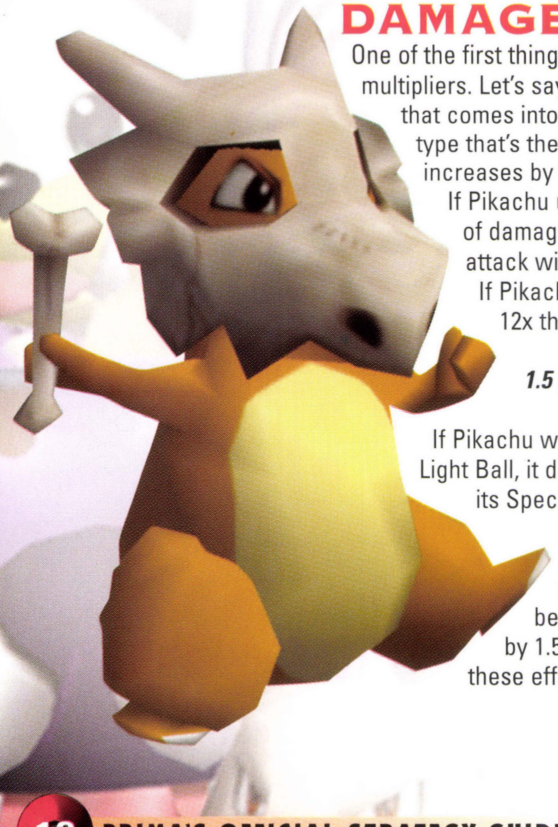
Pokémon Type	NORMAL	FIRE	WATER	GRASS	ELECTRIC	ICE	FIGHTING	POISON	GROUND	FLYING	PSYCHIC	BUG	ROCK	GHOST	DRAGON	DARK	STEEL
Po/Gh	X			▲			X	■	●		●	■		●		●	
Gd/Fl			●		X	★	▲	▲	X			▲					
Gd/R	▲	▲	★	★	X	●	●	■	●	▲			▲				●
Gd/S	▲	●	●		X		●	X	●	▲	▲	▲	■	▲	▲	▲	▲
Fl/Ps				▲	●	●	■		X		▲		●	●		●	
Fl/B		●		■	●	●	■		X	●		▲	★				
Fl/R	▲	▲	●		●	●		▲	X	▲		▲	●				●
Fl/D		▲	▲	■		★	▲		X			▲	●		●		
Fl/Dk				▲	●	●			X		X		●	▲		▲	
Fl/S	▲	●		■	●			X	X	▲	▲	■		▲	▲	▲	▲
B/R	▲		●					▲					●				●
B/S	▲	★		■		▲		X			▲	▲		▲	▲	▲	▲
R/Dk	▲	▲	●	●			★	▲	●	▲	X	●		▲		▲	●

★ = 4x damage ● = 2x damage ▲ = 1/2 damage ■ = 1/4 damage X = "It has no effect."

LUGIA started to have a NIGHTMARE!

It's super-effective!

DAMAGE MULTIPLIERS



One of the first things you'll learn to take advantage of in *Pokémon Stadium 2* are the different damage multipliers. Let's say that you have a Pikachu attacking a Mantine with the move Thunder. The first multiplier that comes into play is from matching Pokémon type and move type. When your Pokémon uses a move type that's the same as its Pokémon type (e.g., Pikachu using Thunder), the amount of damage it inflicts increases by 1.5 times.

If Pikachu used this move to attack a Water Pokémon such as Totodile, it would do twice the amount of damage. When Pikachu uses Thunder against Mantine (a Water and Flying Pokémon type) the attack will do 4x the amount of damage (2x for the Water side and 2x for the Flying side).

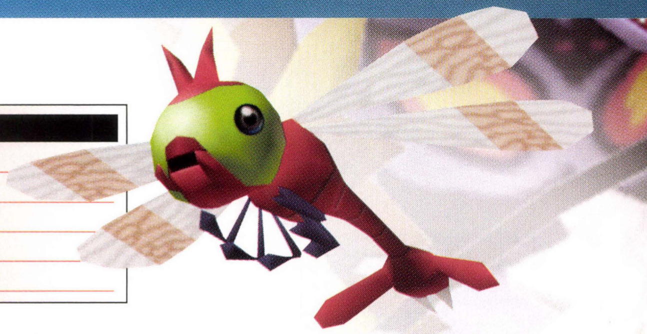
If Pikachu scores a Critical Hit, that doubles the amount of damage. At this point, Pikachu inflicts 12x the amount of damage that Thunder usually causes against poor Mantine.

1.5 (same move and Pokémon type) x 4x (compatibility bonus) x 2x (Critical Hit bonus) = 12x

If Pikachu were holding a Magnet, it would receive another 1.1x bonus. When Pikachu is holding a Light Ball, it doubles the strength of its Special Attacks. Because Thunder falls into this category, multiply the current damage multiplier of 12 by 2 and end up with a damage multiplier of 24x.

If Pikachu had used a move, such as Rain Dance or Sunny Day, that strengthened its next attack (unfortunately Rain Dance only guarantees Thunder's accuracy), there would be an additional 1.5x bonus. Remember, Sunny Day increases the power of Fire-type moves by 1.5x and Rain Dance increases the power of Water-type moves the same amount. Both of these effects last for five turns.

DAMAGE MULTIPLIERS



CONDITION	MULTIPLIER
Move is the same type as Pokémon	1.5x
Move is effective against opponent's type	2–4x
Move scores a Critical Hit!	2x
Pokémon has an Item that raises the move's Strength	1.1x
Rain Dance or Sunny Day effects (depending on move)	1.5x or .5x

COMBO MOVES

Another important thing to consider when teaching your Pokémon moves (or deciding upon a Rental Pokémon) is how all of the moves work together. Some terrific combo moves can easily give you the upper hand in a battle. You just have to know what they are.

The following are just a few of the more interesting combos. Be sure to create some of your own or copy them from Trainers you meet.

RAIN DANCE + THUNDER

When the attack Thunder is used while Rain Dance is in effect, it gains 100 percent accuracy. Remember, Thunder's usual accuracy rating is 70 percent, so if an electric surge is needed, this combo really helps you out. It is especially sneaky when used against Water-based enemies who call upon Rain Dance!

SUNNY DAY + SOLARBEAM

When a Sunny Day is in effect, the attack Solarbeam becomes a strong, single-turn type of attack. Otherwise, Solarbeam requires a full turn to charge up before the attack is released on Turn 2.

DEFENSE CURL + ROLLOUT

There's no logical explanation for why this combo works, but when it does you can inflict a lot of damage on your opponent.

LOCK-ON + ZAP CANNON

This is one of those great Fly/Dig defeating combos. Simply use Lock-on on the first turn and then zap the out-of-range Pokémon on the second turn. Using Zap Cannon this way is especially effective against Flying Pokémon. However, against Dig, use an attack that is more effective against Ground-using Pokémon.

SWAGGER + PSYCH UP

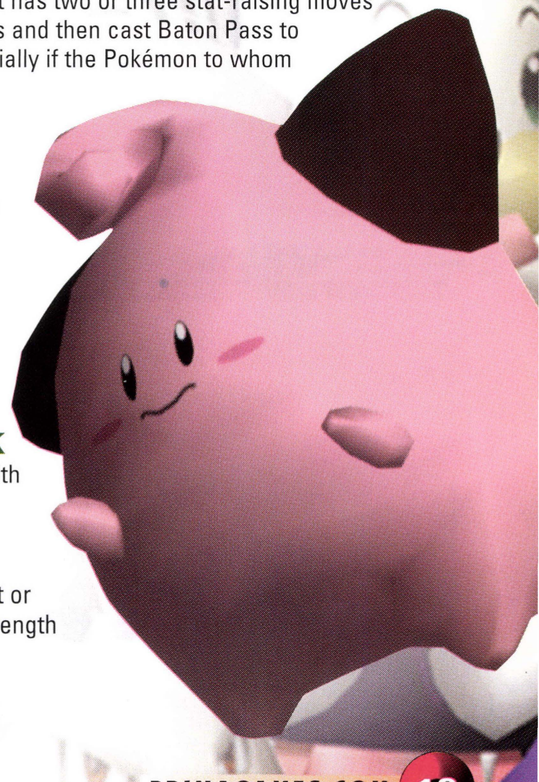
You'll see your opponents using this combo a lot. Swagger increases the opponent's Attack Strength while Confusing the poor Pokémon. On the next turn, use Psych Up to steal the Attack increases for yourself and leave the Confusion to your opponent.

SWORDS DANCE, AGILITY, DOUBLE TEAM, ETC. + BATON PASS

This is an interesting use of a Pokémon and a move. Basically a Baton Pass–Pokémon is one that has two or three stat-raising moves and Baton Pass. For the first two or three rounds you raise the Pokémon's stats with those moves and then cast Baton Pass to move the benefits to the next Pokémon in line. If done well, the effect is quite spectacular, especially if the Pokémon to whom the Baton was passed is extremely effective against all of your opponent's Pokémon.

TOXIC + SPIDER WEB, MEAN LOOK, ETC.

It's quite satisfying to inflict your opponent's Pokémon with a status problem and then make it impossible for him or her to remove that Pokémon to safety. You'll see the Trainers use this tactic too! This tactic also works well with Perish Song.



BELLY DRUM + REST + SNORE

This is a good ploy for Snorlax users. Belly Drum raises your Pokémon's Strength at the expense of its HP. Use Rest to heal the Pokémon and then while it naps, use Snore or even Sleep Talk to continue attacking the opponent with increased Strength.

CURSE (NON-GHOST VERSION) + QUICK ATTACK

Use this to raise your Pokémon's Strength and Defense and then counteract the loss of Speed with Quick Attack (an automatic first attack).

ENDURE + REVERSAL

Use this combo when the opponent's Pokémon is going to use a fatal Attack such as Selfdestruct or Hyper Beam. Endure, if successful, keeps your Pokémon alive and able to attack with greater Strength (because Reversal becomes stronger the fewer HP your Pokémon has) in the next round.

ROUND ONE

LITTLE CUP

CHANSEY
L5 Nm ♀
HP
42/42
SCYTHED
L5 Nm ♂
HP
23/23

SWINUB
L5 Nm ♀
HP
22/22
GASTAL
L5 Nm ♀
HP
19/19

The Little Cup is a special tournament for recently-hatched L5 Pokémon. If you bred your own Pokémon in *Gold* and *Silver*'s Day Care, then this Cup was designed especially for you!

LITTLE CUP RULES

- **This Cup is open to L5 Pokémon only.**
- **The moves Dragon Rage and Sonicboom have no effect.**
- **Only the following 86 kinds of Pokémon can register for this Cup:**

Abra
Bellsprout
Bulbasaur
Caterpie
Chansey
Charmander
Chikorita
Chinchou
Cleffa
Cubone
Cyndaquil
Diglett
Doduo
Dratini
Drowzee
Eevee
Ekans
Elekid
Exeggcute
Gastly
Geodude
Goldeen
Grimer
Growlithe
Hoothoot
Hoppip
Horsea
Houndour
Igglybuff
Kabuto
Koffing
Krabby
Larvitar
Ledyba
Machop
Magby
Magikarp
Magnemite
Mankey
Mareep
Marill
Meowth
Natu
Nidoran♀
Nidoran♂
Oddish
Omanyte
Onix
Paras
Phanpy
Pichu
Pidgey
Pineco
Poliwag
Ponyta
Porygon
Psyduck
Rattata
Remoraid
Rhyhorn
Sandshrew
Scyther
Seel
Sentret
Shellder
Slowpoke
Slugma
Smoochum
Snubbull
Spearow
Spinarak
Squirtle
Staryu
Sunkern
Swinub
Teddiursa
Tentacool
Togepi
Totodile
Tyrogue
Venonat
Voltorb
Vulpix
Weedle
Wooper
Zubat

Rental versions of each are available.

Don't be fooled by these Pokémon's small stature! The Little Cup is one of the most difficult. When planning your team, look for both speed and a good mix of move types. When assigning Held Items, remember that Gold Berries, Berry Juice, and even the plain old Berry do a tremendous amount of healing when your Pokémon only has 20HP! Of course, your opponent knows this too, so be sure to use super-effective, one-round knockout moves if you are confronted with an opponent toting healing-type berries.

RENTAL POKéMON RECOMMENDATIONS

ELEKID L5/19HP

E

Thunderpunch	E
Flash	N
Quick Attack	N
Light Screen	Ps

GASTLY L5/21HP

GH PO

Shadow Ball	Gh
Spite	Gh
Thief	Dk
Curse	?

HOUNDOUR L5/19HP

DK FI

Ember	Fi
Roar	N
Crunch	Dk
Smog	Po

KABUTO L5/18HP

R W

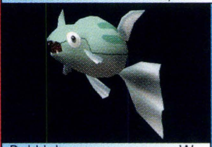
Ancientpower	R
Harden	N
Mega Drain	Gr
Sand-Attack	Gd

NATU L5/19HP

PS FL

Psychic	Ps
Leer	N
Peck	Fl
Flash	N

REMORAID L5/19HP



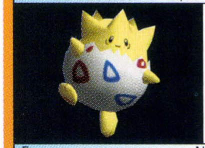
W

Bubblebeam	W
Focus Energy	N
Psybeam	Ps
Mud-Slap	Gd

BATTLE 1: YOUNGSTER BERNIE

Bernie favors a well-balanced team when he battles his Pokémon. Counter with one of your own.

♂ **TOGEPINY** L5/19HP



Focus Band

N

Encore	N
Charm	N
Metronome	N
Headbutt	N

♂ **OMANINY** L5/19HP

King's Rock

R W

Ancientpower	R
Surf	W
Bite	Dk
Constrict	N

♀ **KERNINY** L5/19HP

Miracle Seed

GR

Sunny Day	Fi
Mega Drain	Gr
Growth	N
Absorb	Gr

♀ **SLUGINY** L5/20HP

Berry

FI

Flamethrower	Fi
Smog	Po
Rock Throw	R
Harden	N

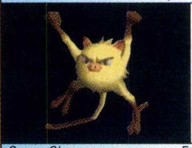
♂ **SQUIRTINY** L5/19HP

Mystic Water

W

Bite	Dk
Strength	N
Rapid Spin	N
Surf	W

♀ **MANKINY** L5/20HP



Pink Bow

FT

Cross Chop	Ft
Fire Punch	Fi
Thunderpunch	E
Ice Punch	I

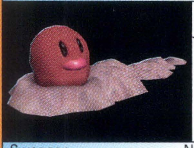
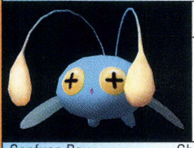
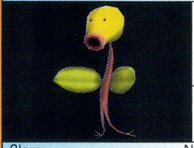
BATTLE 2: PICNICKER STACY

Stacy is the queen of Normal-type Pokémon. Counter with Fighting-type attacks and Pokémon with a high Defense rating.

♀ IGGLYBASK	L5/24HP	♀ SNUBASK	L5/21HP	♀ MEOWBASK	L5/19HP	♀ GEYBASK	L5/19HP	♀ TATABASK	L5/18HP	♀ TEDDIBASK	L5/21HP
Berry Juice	N	Berry	N	Quick Claw	N	Gold Berry	N FL	Bright Powder	N	Focus Band	N
Sweet Kiss	N	Lick	Gh	Screech	N	Mirror Move	Fl	Quick Attack	N	Lick	Gh
Defense Curl	N	Bite	Dk	Bite	Dk	Gust	Fl	Focus Energy	N	Faint Attack	Dk
Fire Blast	Fi	Take Down	N	Headbutt	N	Steel Wing	S	Hyper Fang	N	Fury Swipes	N
Rollout	R	Scary Face	N	Thunder	E	Mud-Slap	Gd	Dig	Gd	Thunderpunch	E

BATTLE 3: CAMPER GRANT

Grant's team has one thing in common: the move Swagger. This move increases the Strength of the Pokémon attacked, but also makes it Confused. In later rounds, you may see Trainers combine this move with Psych Up to move the Strength increase onto their own Pokémon, leaving your Pokémon still Confused. Use this move to your advantage by sending in fast Pokémon with Bitter or Miracleberries, who can use the increase in Strength to knock the opponent out quickly.

♂ CHIKOTENT	L5/20HP	♂ TOTOTENT	L5/21HP	♂ CYNDATENT	L5/20HP	♀ DIGTENT	L5/17HP	♂ CHINTENT	L5/23HP	♀ BELLSTENT	L5/21HP
											
King's Rock	GR	Focus Band	W	Quick Claw	FI	Berry Juice	GD	Berry	W E	Miracleberry	GR PO
Swagger	N	Swagger	N	Swagger	N	Swagger	N	Confuse Ray	Gh	Slam	N
Razor Leaf	Gr	Surf	W	Dig	Gd	Magnitude	Gd	Thunder Wave	E	Razor Leaf	Gr
Reflect	Ps	Slash	N	Flame Wheel	Fi	Sludge Bomb	Po	Spark	E	Stun Spore	Gr
Headbutt	N	Screech	N	Quick Attack	N	Sand-Attack	Gd	Take Down	N	Swagger	N

BATTLE 4: POKéFAN JANET

Janet likes Bug- and Ground-type Pokémon who can use the move Double Team. This move increases the caster's Evasion rate, making it harder to hit. Counter this with very accurate attacks such as Swift or by merely wiping the increases away with Haze.

♂ TYROGAN	L5/20HP	♀ PARAN	L5/20HP	♂ GEODAN	L5/19HP	♂ SPINARAN	L5/20HP	♀ ZUBAN	L5/20HP	♀ SHREWAN	L5/21HP
Focus Band	FT	Mint Berry	B GR	Soft Sand	R GD	Miracle Seed	B PO	Quick Claw	PO FL	Bitter Berry	GD
Double Team	N	Spore	Gr	Double Team	N	Double Team	N	Double Team	N	Double Team	N
Frustration	N	Double Team	N	Rock Throw	R	Psychic	Ps	Wing Attack	Fl	Dig	Gd
Rock Smash	Ft	Slash	N	Magnitude	Gd	Sludge Bomb	Po	Toxic	Po	Swift	N
Thief	Dk	Sludge Bomb	Po	Selfdestruct	N	Spider Web	B	Leech Life	B	Sandstorm	R

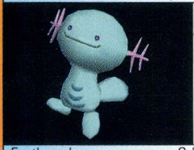
BATTLE 5: SCHOOLBOY CLARK

Clark has an unusual strategy that can be very effective depending upon which Pokémon you bring out against him. All of his Pokémon are equipped with the special move Hidden Power as well as powerful attacks such as Psychic and Earthquake. This attack is different for every Pokémon and can be quite damaging.

♂ MARELING	L5/21HP	♀ EKALING	L5/19HP	♂ NATULING	L5/20HP	♂ GROWLING	L5/21HP	♀ SMOOCHLING	L5/20HP	♂ LARVILING	L5/22HP
Magnet	E	Poison Barb	PO	Berry	PS FL	Miracleberry	FI	Quick Claw	I PS	Focus Band	R GD
Hidden Power	N	Hidden Power	N	Hidden Power	N	Hidden Power	N	Hidden Power	N	Hidden Power	N
Thunder Wave	E	Wrap	N	Psych Up	N	Dig	Gd	Sing	N	Sandstorm	R
Headbutt	N	Protect	N	Swagger	N	Take Down	N	Psychic	Ps	Bite	Dk
Thunder	E	Toxic	Po	Confuse Ray	Gh	Flame Wheel	Fi	Sweet Kiss	N	Earthquake	Gd

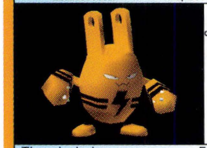
BATTLE 6: SWIMMER♀ CORA

Cora uses cutesy Pokémon who can use the move Attract to beguile and seduce your own Pokémon. Her team is an equal mix of male and female Pokémon, so take that into consideration when you bring a Pokémon of your own out. If you can defeat her Attract trap, you can take her team out easily.

♀ CLEFFAPS	L5/21HP	♂ TINIAPS	L5/20HP	♂ HOOTHAPS	L5/22HP	♂ ODDAPS	L5/21HP	♀ WOOPAPS	L5/22HP	♂ KABUAPS	L5/19HP
											
Berry Juice	N	King's Rock	D	Bright Powder	N FL	Berry	GR PO	Scope Lens	W GD	Quick Claw	R W
Attract	N	Surf	W	Hypnosis	Ps	Stun Spore	Gr	Earthquake	Gd	Ancientpower	R
Zap Cannon	E	Blizzard	I	Steel Wing	S	Attract	N	Attract	N	Attract	N
Headbutt	N	Attract	N	Attract	N	Sludge Bomb	Po	Sludge Bomb	Po	Mega Drain	Gr
Sweet Kiss	N	Dragonbreath	D	Return	N	Giga Drain	Gr	Iron Tail	S	Swagger	N

SEMIFINAL BATTLE: TEACHER TINA

Tina's Pokémon are all extremely fast and hard to out-maneuver. Pokémon with attacks such as Extremespeed and Quick Attack are important in this battle if you want to get an upper hand.



♂ ELEKED	L5/20HP
Magnet	E
Thunderbolt	E
Quick Attack	N
Dynamicpunch	Ft
Screech	N

♂ SENTED	L5/19HP
Berserk Gene	N
Quick Attack	N
Dig	Gd
Fire Punch	Fi
Ice Punch	I

♀ VULPED	L5/20HP
King's Rock	FI
Confuse Ray	Gh
Flamethrower	Fi
Quick Attack	N
Safeguard	N

♂ EEVEED	L5/22HP
Berry	N
Quick Attack	N
Iron Tail	S
Bite	Dk
Sand-Attack	Gd

♂ SCYTHED	L5/23HP
Focus Band	B FL
Quick Attack	N
Double Team	N
Wing Attack	Fl
Focus Energy	N

♀ SWINED	L5/19HP
Bright Powder	I GD
Blizzard	I
Mist	I
Take Down	N
Endure	N

FINAL BATTLE: POKéFAN REX

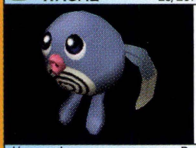
If you survived Tina, you should be able to survive Rex. His Pokémon are small but equipped with big attacks such as Thunder, Fire Blast, and Psychic. Using moves that cause Status Anomolies is a good idea in this battle (especially anything that reduces their Speed or Accuracy). Moves that set up protective walls around your Pokémon work well also.

♂ PICHAL	L5/18HP
Focus Band	E
Thunder	E
Attract	N
Sweet Kiss	N
Return	N

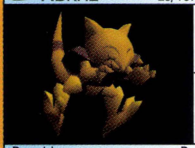
♀ GASTAL	L5/19HP
King's Rock	GH PO
Hypnosis	Ps
Psychic	Ps
Confuse Ray	Gh
Shadow Ball	Gh

♂ MAGBAL	L5/20HP
Quick Claw	FI
Confuse Ray	Gh
Headbutt	N
Fire Blast	Fi

♀ CHANSEAL	L5/41HP
Pink Bow	N
Icy Wind	I
Thunder	E
Egg Bomb	N
Iron Tail	S

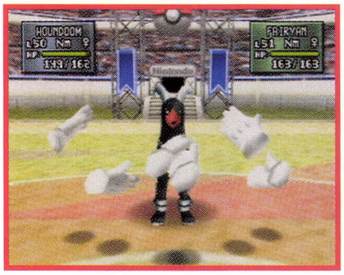


♂ WAGAL	L5/20HP
Nevermeltice	W
Hypnosis	Ps
Blizzard	I
Body Slam	N
Surf	W



♂ ABRAL	L5/18HP
Gold Berry	PS
Psychic	Ps
Hiddenpower	N
Zap Cannon	E
Fire Punch	Fi

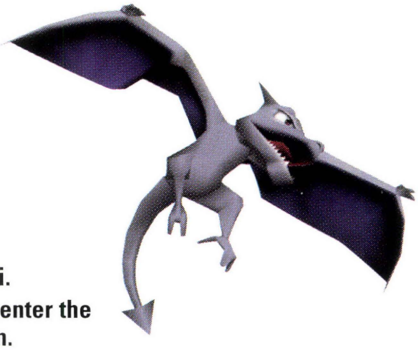
POKÉ CUP



HOUNDOOM
L50 Nm ♀
HP:
162/162
SPINAGE
L50 Nm ♂
HP:
9/115

HOUNDOOM can't escape now!

The Poké Cup is one of two four-division tournaments in the Stadium (the Challenge Cup is the other one). This means that you have to win four eight-Trainer tournaments before you win the Poké Cup itself. The good news is that this Cup has decreased in difficulty since the original *Pokémon Stadium* and the battles are very thematic, allowing you to put together solid strategies and learn new techniques for the next series of battles.



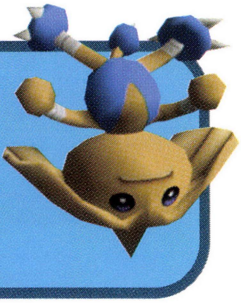
POKÉ CUP RULES

- **Qualifying Pokémon must be between L50 and L55. You may use teams that combine transferred and Rental Pokémon.**
- **The combined levels of the three Pokémon chosen for battle cannot exceed 155.**
- **The following Pokémon may not be used in the Poké Cup: Mew, Mewtwo, Ho-oh, Lugia, and Celebi.**
- **You must clear the previous divison (Poké Ball, Great Ball, Ultra Ball, Master Ball) before you can enter the next division. The Poké Cup is awarded after the successful completion of the Master Ball division.**

When choosing your team, keep the level requirements in mind. Do not add more than two L55 Pokémon to your team (and even that may be too many!) and keep the others to L50 to L51. The last thing you want is for your selection of Pokémon to be hampered by the 155 total level maximum. However, this rule helps you guess which Pokémon combinations your opponent can and cannot use.

The other thing to keep in mind is that the Ultra Ball and Master Ball Divisions are rematches against the Trainers in the Poké Ball and Great Ball Divisions. However, you can expect the Trainers to use many new Pokémon and variations on their previous tactics. If you pay attention to the moves they favor and the strategy these Trainers employ in the first two rounds, you can apply that knowledge to defeat them in the final two rounds!

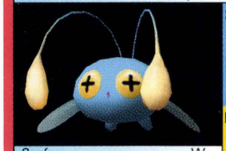
POKéMON STADIUM TRIVIA



Wondering why there is are so many Nintendo and N64 logos in the Poké Cup stadium—not to mention on the Cup itself? In Japan, this Cup is called the Nintendo Cup.

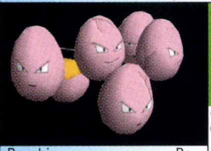
RENTAL POKéMON RECOMMENDATIONS

CHINCHOU L50/165HP — W E



Surf	W
Confuse Ray	Gh
Thunder	E
Rain Dance	W

EXEGGCUTE L50/150HP — GR PS



Psychic	Ps
Leech Seed	Gr
Giga Drain	Gr
Stun Spore	Gr

FEAROW L50/150HP — N FL

Drill Peck	Fl
Toxic	Po
Hyper Beam	N
Pursuit	Dk

GROWLITHE L50/142HP — FI

Flamethrower	Fi
Dig	Gd
Sunny Day	Fi
Roar	N

HERACROSS L50/158HP — B FT

Reversal	Ft
Endure	N
Cut	N
Counter	Ft

SANDSLASH L50/156HP — GD

Earthquake	Gd
Sand-Attack	Gd
Fury Swipes	N
Sandstorm	R

BATTLE 1: BUG CATCHER NELSON

Nelson, true to his Trainer type, uses only Bug-type Pokémon. Strong Fire attacks are appropriate here!

♀ **LEDBY** L50/128HP — Quick Claw — B FL

Double-Edge	N
Swift	N
Agility	Ps
Safeguard	N

♂ **SPINARAY** L50/111HP — Przcureberry — B PO

Screech	N
Night Shade	Gh
Spider Web	B
Poison Sting	Po

♀ **CATERPY** L50/116HP — Burnt Berry — B

Tackle	N
String Shot	B

♂ **WEEDLY** L50/117HP — Focus Band — B PO

Poison Sting	Po
String Shot	B

♂ **YAMY** L50/142HP — Bitter Berry — B FL

Supersonic	N
Swift	N
Detect	Ft
Double Team	N

♀ **VENONATY** L50/131HP — Miracle Seed — B PO

Psychic	Ps
Foresight	N
Supersonic	N
Stun Spore	Gr

BATTLE 2: SWIMMER♂ BRUCE

Bruce favors Water-type Pokémon, so counter with Grass and Electric-type attacks. Be careful, however, not to pull Grass-type Pokémon out against Bruce's Seel or Remoraid. They have Ice-type moves that can easily knock out a Grass Pokémon.

♀ **GOLDEMER** L50/115HP — Berry — W

Horn Drill	N
Rain Dance	W
Flail	N
Waterfall	W

♂ **SEELMER** L51/135HP — Nevermeltice — W

Safeguard	N
Take Down	N
Ice Beam	I
Rain Dance	W

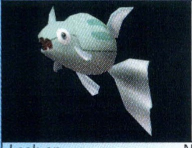
YUMER L50/103HP — Mystic Water — W

Rain Dance	W
Recover	N
Swift	N
Hydro Pump	W

♂ **SHELLDMER** L50/98HP — King's Rock — W

Rain Dance	W
Clamp	W
Protect	N
Supersonic	N

♂ **REMORMER** L51/105HP — Focus Band — W



Lock-on	N
Aurora Beam	I
Psybeam	Ps
Rain Dance	W

♀ **WHIRLMER** L50/138HP — Leftovers — W

Confuse Ray	Gh
Belly Drum	N
Body Slam	N
Surf	W

BATTLE 3: HIKER CHESTER

Chester prefers bulky Rock and Ground types, making your attack choices pretty easy (Water and Grass). Watch out for Graveler and Phanphy's Defense Curl + Rollout combo!

♂ **HICHOP** L51/148HP — Black Belt — FT

Focus Energy	N
Cross Chop	Ft
Seismic Toss	Ft
Fire Punch	Fi

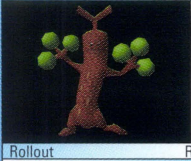
♂ **HINIX** L53/111HP — Soft Sand — R GD

Sandstorm	R
Toxic	Po
Bind	N
Slam	N

♂ **HIGRAVEL** L51/128HP — Quick Claw — R GD

Defense Curl	N
Earthquake	Gd
Rollout	R
Selfdestruct	N

♂ **HIWOODO** L51/143HP — Focus Band — R



Rollout	R
Mimic	N
Rock Slide	R
Faint Attack	Dk

♂ **HIHORN** L51/153HP — King's Rock — GD R

Rollout	R
Scary Face	N
Horn Drill	N
Stomp	N

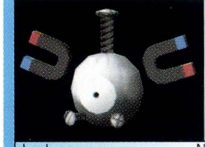
♂ **HIPHAN** L53/170HP — Miracleberry — GD

Defense Curl	N
Flail	N
Rollout	R
Double-Edge	N

BATTLE 4: SUPER NERD CLIFFORD

Clifford has a marked preference for Electric- and Poison-type Pokémon. Fortunately, Ground-type attacks work well against both types.

♂ **MITEMAGNE** L50/101HP — Metal Coat — E S

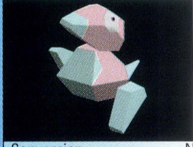


Lock-on	N
Supersonic	N
Zap Cannon	E
Screech	N

♂ **TERHAUN** L50/116HP — Spell Tag — GH PO

Lick	Gh
Spite	Gh
Curse	?
Night Shade	Gh

♂ **GONPORY** L55/154HP — Quick Claw — N



Conversion	N
Swagger	N
Tri Attack	N
Psychic	Ps

♀ **AFFYFLA** L50/146HP — Magnet — E

Thunder Wave	E
Cotton Spore	Gr
Thunder	E
Iron Tail	S

♂ **ANSEK** L50/106HP — Poison Barb — PO

Glare	N
Bite	Dk
Wrap	N
Sludge Bomb	Po

TRODEELEC L55/148HP — Miracleberry — E

Screech	N
Sonicboom	N
Selfdestruct	N
Mirror Coat	Ps

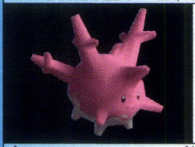
BATTLE 5: BEAUTY ALISSA

If you think that Beauty Alissa is attractive, wait until you meet her Pokémon! Thankfully, defeating her Pokémon's Attract move is easy: just bring in female or non-gendered Pokémon!

♀ MILTANDY	L52/166HP
King's Rock	N
Attract	N
Body Slam	N
Stomp	N
Frustration	N

♀ SNUBBUDY	L51/140HP
Bitter Berry	N
Attract	N
Charm	N
Take Down	N
Bite	Dk

♀ QWILDY	L52/147HP
Berry Juice	W PO
Attract	N
Take Down	N
Hydro Pump	W
Pin Missile	B



♀ CORSOLDY	L51/134HP
Quick Claw	W R
Attract	N
Mirror Coat	Ps
Safeguard	N
Psychic	Ps

♀ SKIPLODY	L52/137HP
Focus Band	GR FL
Attract	N
Swagger	N
Leech Seed	Gr
Mega Drain	Gr

♀ CHANSDY	L51/333HP
Pink Bow	N
Attract	N
Egg Bomb	N
Sing	N
Icy Wind	I

BATTLE 6: BURGLAR JENSEN

As you might expect, almost all of Jensen's Pokémon know the move Thief. Because most of Burgular Jensen's Pokémon have no Items of their own, they can and will feel free to steal yours. Keep that in mind when choosing which Pokémon to attack with.

♀ PERSLAR	L50/143HP
No Item	N
Thief	Dk
Pay Day	N
Bite	Dk
Shadow Ball	Gh

♂ CHARMELAR	L53/144HP
Dragon Fang	FI
Flamethrower	Fi
Dragonbreath	D
Fire Spin	Fi
Scary Face	N

♀ DOURLAR	L52/128HP
No Item	DK FI
Thief	Dk
Crunch	Dk
Flamethrower	Fi
Roar	N

♂ BUZZLAR	L53/146HP
No Item	E
Thief	Dk
Swift	N
Thunderpunch	E
Screech	N

♂ QUILAR	L50/136HP
Charcoal	FI
Flame Wheel	Fi
Mud-Slap	Gd
Quick Attack	N
Double Team	N

♂ GLIGLAR	L52/143HP
No Item	GD FL
Thief	Dk
Faint Attack	Dk
Slash	N
Screech	N

SEMIFINAL BATTLE: BOARDER CLAUDE

Almost all of Claude's Pokémon have a love for Ice. If the Pokémon isn't an Ice Pokémon by nature, then you can be sure (except in the case of Teddiursa) that it has an Ice move or two up its sleeve. Take this into consideration when choosing your battle party.

♀ AIRDELI	L51/127HP
Berry Juice	I FL
Present	N
Icy Wind	I
Fly	Fl
Return	N

♀ AIRSNEASE	L51/138HP
King's Rock	DK I
Slash	N
Ice Punch	I
Faint Attack	Dk
Icy Wind	I

♀ AIRCRUEL	L51/158HP
Miracleberry	W PO
Icy Wind	I
Toxic	Po
Wrap	N
Surf	W

♂ AIRTAUR	L52/153HP
Przcureberry	N
Thunder	E
Slash	N
Surf	W
Icy Wind	I

♀ AIRTEDDI	L51/143HP
Berry	N
Lick	Gh
Fury Cutter	B
Dynamicpunch	Ft
Fire Punch	Fi

♂ AIRVAPOR	L52/214HP
Mystic Water	W
Bite	Dk
Haze	I
Icy Wind	I
Shadow Ball	Gh

FINAL BATTLE: PSYCHIC MASON

Mason's team of Pokémon is very well-balanced. The best strategy against it is a well-balanced team of your own that can match their move types against his Pokémon types.

♀ SMEARENZA	L51/142HP
Quick Claw	N
Spore	Gr
Aeroblast	Fl
Confuse Ray	Gh
Seismic Toss	Ft

♂ POKENZA	L52/177HP
Bitter Berry	W PS
Psychic	Ps
Curse	?
Dig	Gd
Surf	W

♀ RAICENZA	L53/149HP
Focus Band	E
Thunderbolt	E
Iron Tail	S
Thunder Wave	E
Dynamicpunch	Ft

♂ GROWLENZA	L51/142HP
Mysteryberry	FI
Flamethrower	Fi
Swift	N
Dragonbreath	D
Dig	Gd

♂ NATUENZA	L52/125HP
Gold Berry	PS FL
Confuse Ray	Gh
Endure	N
Night Shade	Gh
Protect	N

♀ FABLENZA	L52/186HP
Mint Berry	N
Thunderpunch	E
Ice Punch	I
Shadow Ball	Gh
Attract	N

GREAT BALL DIVISION

RENTAL POKéMON RECOMMENDATIONS

BAYLEEF	L50/145HP
	GR
Razor Leaf	Gr
Body Slam	N
Safeguard	N
Synthesis	Gr

HERACROSS	L50/158HP
	B FT
Reversal	Ft
Endure	N
Cut	N
Counter	Ft

HOUNDOOM	L50/154HP
	DK FI
Ember	Fi
Roar	N
Bite	Dk
Swift	N

KADABRA	L50/125HP
	Ps
Psychic	Ps
Reflect	Ps
Thunderpunch	E
Kinesis	Ps

KINGDRA	L50/153HP
	W D
Waterfall	W
Leer	N
Twister	D
Frustration	N

STEELIX	L50/153HP
	S GD
Iron Tail	S
Sandstorm	R
Mud-Slap	Gd
Rock Throw	R

BATTLE 1: POKéFAN CARMEN

This is the Encore team! To counter this trap, watch what moves you use: Try to use attacks that will affect all of Carmen's Pokémon instead of just one. The moment you use an attack that will only affect a single Pokémon, you can count on Carmen's Pokémon to call for an Encore and then switch to a Pokémon who is not as affected by the move.

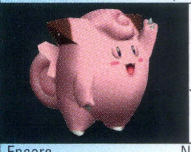
♀ **PIKACHAN** L52/129HP
E
Light Ball

Thunderbolt	E
Double Team	N
Thunder Wave	E
Dynamicpunch	Ft

♀ **MEOWAN** L52/134HP
N
Quick Claw

Pay Day	N
Screech	N
Faint Attack	Dk
Thief	Dk

♀ **FAIRYAN** L51/163HP
N
Psncureberry

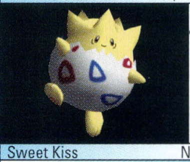


Encore	N
Sing	N
Metronome	N
Moonlight	N

♂ **SHUCKAN** L51/103HP
B
R
Mint Berry

Encore	N
Swagger	N
Safeguard	N
Wrap	N

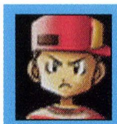
♂ **TOGEPAN** L51/126HP
N
King's Rock



Sweet Kiss	N
Metronome	N
Encore	N
Charm	N

♀ **MR. MIMAN** L51/132HP
Ps
Focus Band

Psybeam	Ps
Substitute	N
Encore	N
Reflect	Ps



BATTLE 2: YOUNGSTER WYATT

Wyatt has put together an unusual team of Pokémon that have overlapping types. Because it's likely that Wyatt will bring out Ditto, plan to bring a set of Pokémon that can easily defeat each other.

♂ **IVYINY** L51/138HP
GR
PO
Quick Claw

Razor Leaf	Gr
Synthesis	Gr
Leech Seed	Gr
Sweet Scent	N

♀ **SKIPINY** L51/133HP
GR
FL
Przcureberry

Leech Seed	Gr
Mega Drain	Gr
Cotton Spore	Gr
Sleep Powder	Gr

♂ **OTTOINY** L51/132HP
N
FL
Sharp Beak

Mirror Move	Fl
Whirlwind	N
Mud-Slap	Gd
Wing Attack	Fl

♀ **RINAINY** L51/148HP
PO
Bitter Berry

Headbutt	N
Iron Tail	S
Double Kick	Ft
Bite	Dk

DITTINY L51/126HP
N
Focus Band

Transform	N

♀ **HERACRINY** L51/158HP
B
FT
Silver Powder

Fury Cutter	B
Headbutt	N
Reversal	Ft
Counter	Ft

BATTLE 3: FIREBREATHER CLIFF

Witness the power of Sunny Day! This one move increases the power of Fire moves and Fire Pokémon and makes the Grass-type move Solarbeam an instant attack (instead of taking two turns as usual). Your best bet is to put together an attack plan that also calls on the use of Sunny Day, or else counter with Rain Dance.

♂ **HOTRAPID** L51/140HP
FI
Berry Juice

Sunny Day	Fi
Stomp	N
Fire Spin	Fi
Toxic	Po

♂ **HOTMAGAM** L50/144HP
FI
Quick Claw

Sunny Day	Fi
Flamethrower	Fi
Confuse Ray	Gh
Rock Smash	Ft

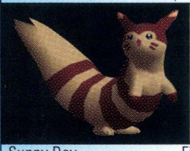
♂ **HOTCUBO** L53/139HP
GD
Soft Sand

Sunny Day	Fi
Bone Rush	Gd
Thrash	N
Fire Punch	Fi

♂ **HOTTAILS** L51/148HP
FI
Berry Juice

Sunny Day	Fi
Flamethrower	Fi
Confuse Ray	Gh
Fire Spin	Fi

♂ **HOTFURR** L50/157HP
N
King's Rock



Sunny Day	Fi
Fire Punch	Fi
Slam	N
Ice Punch	I

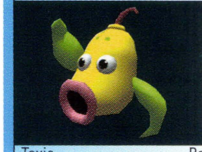
♂ **HOTPLUME** L53/155HP
GR
PO
Miracleberry

Sunny Day	Fi
Solarbeam	Gr
Stun Spore	Gr
Acid	Po

BATTLE 4: BIKER DILLON

Dillon's Pokémon like moves that can really mess up your Pokémon, either by reducing their stats or hobbling them with Status Anomolies. Most of his Pokémon have a couple of damaging moves, so come prepared with the appropriate berries or moves such as Haze.

♀ **BELL-WEEP** L50/142HP
GR
PO
Miracle Seed



Toxic	Po
Razor Leaf	Gr
Wrap	N
Sweet Scent	N

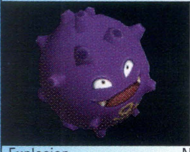
♀ **DO-ARIAS** L50/149HP
B
PO
Focus Band

Night Shade	Gh
Dig	Gd
Scary Face	N
Attract	N

♂ **SLASH-SAND** L50/152HP
GD
Bitter Berry

Mud-Slap	Gd
Earthquake	Gd
Thief	Dk
Rock Smash	Ft

♀ **FING-KOF** L50/117HP
PO
Quick Claw



Explosion	N
Destiny Bond	Gh
Sludge Bomb	Po
Haze	I

♀ **SPAR-DUN** L55/194HP
N
Leftovers

Glare	N
Screech	N
Rollout	R
Swagger	N

♀ **PHAROS-AM** L55/178HP
E
Magnet

Thunderpunch	E
Thunder Wave	E
Iron Tail	S
Headbutt	N

BATTLE 5: TEACHER MOLLY

A few of Molly's Pokémon are going to teach you about the use of Baton Pass. Expect to see Pokémon such as her Girafarig casting Agility and Double Team and then passing the effects down the line to the next Pokémon before you can defeat them. Haze is the most effective way to stop this strategy!

♀ **LEDIED** L51/135HP
B
FL
Focus Band

Baton Pass	N
Agility	Ps
Supersonic	N
Ice Punch	I

♂ **KADABED** L51/120HP
PS
Przcureberry

Psybeam	Ps
Reflect	Ps
Future Sight	Ps
Recover	N

♀ **AIPOMED** L52/143HP
N
Berry

Baton Pass	N
Shadow Ball	Gh
Agility	Ps
Swagger	N

♂ **GIRFED** L51/146HP
N
PS
Miracleberry

Baton Pass	N
Double Team	N
Agility	Ps
Psybeam	Ps

♀ **MANTED** L52/154HP
W
FL
Berry Juice

Confuse Ray	Gh
Take Down	N
Surf	W
Wing Attack	Fl

♂ **NAIRED** L51/144HP
D
King's Rock

Dragonbreath	D
Headbutt	N
Thunder Wave	E
Fire Blast	Fi

BATTLE 6: SAGE CHEN

Chen, on the other hand, is all about moves that prevent the opponent from leaving the battlefield. All of his Pokémon are equipped with Mean Look or Spider Web and are not afraid to use them. It's what happens after your Pokémon is trapped that is truly scary!

♂ SPINAGE L50/115HP

Miracleberry

B PO

Spider Web	B
Swagger	N
Screech	N
Night Shade	Gh

♀ JYNXAGE L53/148HP

Quick Claw

I PS

Mean Look	N
Nightmare	Gh
Lovely Kiss	N
Powder Snow	I

♂ HAUNTAGE L52/123HP

Blackglasses

GH PO

Mean Look	N
Curse	?
Confuse Ray	Gh
Destiny Bond	Gh

♂ MISDREAVAGE L50/135HP

Focus Band

GH

Mean Look	N
Pain Split	N
Confuse Ray	Gh
Toxic	Po

♂ KROWAGE L53/143HP

No Item

DK FL

Mean Look	N
Faint Attack	Dk
Pursuit	Dk
Thief	Dk

♂ ZUBAGE L52/119HP

King's Rock

PO FL

Mean Look	N
Haze	I
Confuse Ray	Gh
Giga Drain	Gr

SEMIFINAL BATTLE: POKéFAN BAXTER

Baxter presents you with a balanced team of Pokémon who are big users of Status Abnormality moves such as Confuse Ray and Supersonic.

♀ SUNFLOAL L50/156HP

Miracle Seed

GR

Petal Dance	Gr
Sludge Bomb	Po
Synthesis	Gr
Mega Drain	Gr

♀ LICKAL L53/184HP

Focus Band

N

Supersonic	N
Earthquake	Gd
Screech	N
Surf	W

♀ LANTAL L51/208HP

Bitter Berry

W E

Confuse Ray	Gh
Hydro Pump	W
Spark	E
Take Down	N

♂ MAGCARAL L50/124HP

Miracleberry

FI R

Rock Slide	R
Amnesia	Ps
Flamethrower	Fi
Smog	Po

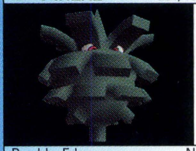
♀ OCTILLAL L53/167HP

King's Rock

W

Psybeam	Ps
Return	N
Octazooka	W
Aurora Beam	I

♀ PINEAL L51/132HP



Pink Bow

B

Double-Edge	N
Explosion	N
Protect	N
Rapid Spin	N

FINAL BATTLE: POKéMANIAC PEDRO

Watch out for Pedro's Raticate! The combination of Super Fang and Hyper Fang plus the Scope Lens can be deadly! Try using a Pokémon with the Fighting-move Reversal to counter Raticate's severe attacks.

♀ DRAMANIA L52/141HP

Mystic Water

W

Surf	W
Agility	Ps
Twister	D
Smokescreen	N

♂ PUPIMANIA L51/147HP

Quick Claw

R GD

Crunch	Dk
Earthquake	Gd
Rock Slide	R
Sandstorm	R

♂ KINGMANIA L51/168HP

Focus Band

PO GD

Thunderpunch	E
Ice Punch	I
Fire Punch	Fi
Roar	N

♀ CATEMANIA L52/139HP

Scope Lens

N

Super Fang	N
Pursuit	Dk
Hyper Fang	N
Double Team	N

♀ NOCMANIA L52/191HP

Metal Coat

N FL

Hypnosis	Ps
Steel Wing	S
Foresight	N
Confusion	Ps

♂ TANGMANIA L51/142HP

Miracleberry

GR

Mega Drain	Gr
Slam	N
Stun Spore	Gr
Return	N

ULTRA BALL DIVISION

RENTAL POKéMON RECOMMENDATIONS

GENGAR L50/139HP

GH PO

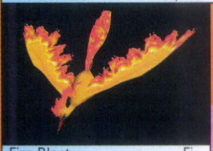
Night Shade	Gh
Hypnosis	Ps
Thief	Dk
Nightmare	Gh

JOLTEON L50/143HP

E

Zap Cannon	E
Sand-Attack	Gd
Pin Missile	B
Double Kick	Ft

MOLTRES L50/155HP



FI FL

Fire Blast	Fi
Sky Attack	Fl
Roar	N
Endure	N

OMASTAR L50/151HP

R W

Water Gun	W
Bite	Dk
Ancientpower	R
Spike Cannon	N

ONIX L50/122HP

R GD

Earthquake	Gd
Sandstorm	R
Rock Throw	R
Strength	N

SKIPLOOM L50/145HP

GR FL

Solarbeam	Gr
Sunny Day	Fi
Headbutt	N
Synthesis	Gr

BATTLE 1: BUG CATCHER NELSON

We are back to the Bugs again. Use your Fire Pokémon to squash 'em quickly!

♂ SCYTHERY L51/150HP

King's Rock

B FL

Swords Dance	N
Steel Wing	S
Pursuit	Dk
Fury Cutter	B

♂ BUTTERY L52/142HP

Quick Claw

B FL

Supersonic	N
Gust	Fl
Psybeam	Ps
Sleep Powder	Gr

♂ SECTY L52/142HP

Psncureberry

B GR

Spore	Gr
Sludge Bomb	Po
Giga Drain	Gr
Dig	Gd

♂ SPARCY L52/184HP

Przcureberry

N

Glare	N
Swagger	N
Dig	Gd
Psych Up	N

♂ HERACROY L52/163HP

Focus Band

B FT

Reversal	Ft
Headbutt	N
Endure	N
Hidden Power	N

♂ PINSIY L51/145HP

Silverpowder

B

Swords Dance	N
Strength	N
Fury Cutter	B
Seismic Toss	Ft

BATTLE 2: SWIMMER ♂ BRUCE

This time around, Bruce is using Water Dual-types to make up his team of Pokémon. Be sure to take the second type into consideration when choosing Pokémon to send against him.

♀ DEMER L50/167HP

Berry — W / I

Rain Dance	W
Toxic	Po
Whirlpool	W
Take Down	N

♂ WRATHMER L51/165HP

King's Rock — W / FT

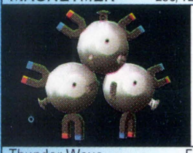
Rain Dance	W
Belly Drum	N
Body Slam	N
Waterfall	W

♀ QUAGMER L54/185HP

Mystic Water — W / GD

Rain Dance	W
Earthquake	Gd
Surf	W
Sludge Bomb	Po

MAGNETMER L50/127HP



Metal Coat — E / S

Thunder Wave	E
Swift	N
Thunder	E
Screech	N

♀ BUTOPSMER L51/140HP

Quick Claw — R / W

Rain Dance	W
Surf	W
Mega Drain	Gr
Frustration	N

♀ BROMER L54/185HP

Miracleberry — W / Ps

Rain Dance	W
Hidden Power	N
Surf	W
Psychic	Ps

BATTLE 3: HIKER CHESTER

Chester's Pokémon are all big fans of the Defense Curl + Rollout combo attack. If you haven't seen it in action, here is your chance. Accuracy-reducing skills such as Mud-Slap work wonders here!

♂ HIGOLEM L50/160HP

Berry — R / GD

Rollout	R
Magnitude	Gd
Defense Curl	N
Explosion	N

♂ HIPHAN L55/186HP

Soft Sand — GD

Rollout	R
Rapid Spin	N
Defense Curl	N
Flail	N

♂ HIURSA L50/170HP

Focus Band — N

Rollout	R
Thunderpunch	E
Defense Curl	N
Lick	Gh

♂ HIMANYTE L50/115HP

Burnt Berry — R / W

Rollout	R
Surf	W
Ancientpower	R
Bite	Dk

♂ HIFORRET L50/155HP

Pink Bow — B / S

Rollout	R
Bide	N
Defense Curl	N
Explosion	N

♂ HISTEEL L55/170HP

Metal Coat — S / GD

Rollout	R
Iron Tail	S
Defense Curl	N
Screech	N

BATTLE 4: SUPER NERD CLIFFORD

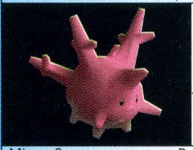
If Clifford brings out Wobbuffet, you will need to proceed with caution. This Pokémon seems silly. In reality, its Mirror Coat and Counter attacks are very effective at turning whatever attacks you use back on you.

♂ AROSAMPH L50/163HP

Quick Claw — E

Double Team	N
Swift	N
Thunder	E
Thunder Wave	E

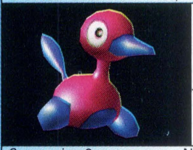
♀ SOLACOR L52/143HP



Psncureberry — W / R

Mirror Coat	Ps
Recover	N
Psychic	Ps
Earthquake	Gd

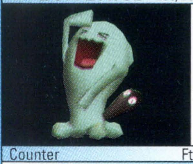
GON2PORY L53/178HP



Miracleberry — N

Conversion 2	N
Psychic	Ps
Tri Attack	N
Zap Cannon	E

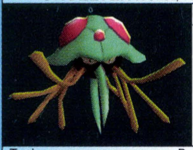
♀ BUFFETWOB L50/268HP



Focus Band — Ps

Counter	Ft
Destiny Bond	Gh
Mirror Coat	Ps
Safeguard	N

♂ CRUELTENTA L52/166HP



Mystic Water — W / Po

Toxic	Po
Surf	W
Wrap	N
Protect	N

♂ MORYSKAR L55/170

Metal Coat — S / FL

Swagger	N
Sandstorm	R
Steel Wing	S
Fly	Fl

BATTLE 5: BEAUTY ALISSA

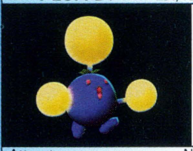
Alissa again tries to lure you into her Attract trap. This time, she's incorporated some males into her line-up, making it more difficult for you to match up Pokémon of opposite genders.

♀ MILTDY L53/184HP

King's Rock — N

Attract	N
Shadow Ball	Gh
Body Slam	N
Heal Bell	N

♂ PLUFFDY L51/159HP



Focus Band — GR / FL

Attract	N
Stun Spore	Gr
Leech Seed	Gr
Mega Drain	Gr

♀ PERSDY L51/147HP

No Item — N

Attract	N
Thief	Dk
Bite	Dk
Screech	N

♂ LICKITDY L52/118HP

No Item — N

Attract	N
Supersonic	N
Earthquake	Gd
Fire Blast	Fi

♀ TINEDY L51/147HP

Nevermeltice — W / FL

Attract	N
Blizzard	I
Icy Wind	I
Surf	W

♀ WIGGLYDY L53/234HP

Quick Claw — N

Attract	N
Thunderpunch	E
Body Slam	N
Psychic	Ps

BATTLE 6: BURGLAR JENSEN

It is hard to predict which Pokémon Jensen will choose to bring out. Will it be his Fire trio or will he mix it up a bit? Either way, Ground Pokémon are likely to be the way to go here.

♂ TYPHLAR L51/160HP

King's Rock — FI

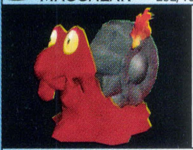
Smokescreen	N
Dig	Gd
Flame Wheel	Fi
Thunderpunch	E

♀ DOOMLAR L51/157HP

No Item — DK / FI

Thief	Dk
Flamethrower	Fi
Crunch	Dk
Swift	N

♂ MAGCALAR L52/134HP



Quick Claw — FI / R

Body Slam	N
Rock Throw	R
Flamethrower	Fi
Endure	N

♀ DUGTLAR L52/118HP

No Item — GD

Thief	Dk
Toxic	Po
Magnitude	Gd
Mud-Slap	Gd

♂ STANTLAR L52/158HP

No Item — N

Thief	Dk
Psych Up	N
Swagger	N
Take Down	N

♀ GLILAR L52/149HP

No Item — GD / FL

Thief	Dk
Headbutt	N
Faint Attack	Dk
Guillotine	N

SEMIFINAL BATTLE: BOARDER CLAUDE

Claude's Ice Pokémon are back, although not in nearly the numbers as before. You can expect him to use at least two of the Eevee evolutions in his party to make your life more interesting.

♀ AIRSEL L52/145HP

Focus Band

Dk I

Faint Attack	Dk
Shadow Ball	Gh
Ice Punch	I
Screech	N

♀ AIRBIRD L52/135HP

Miracleberry

I FL

Present	N
Blizzard	I
Swift	N
Frustration	N

♂ AIRBLAST L52/165HP

Quick Claw

W

Icy Wind	I
Bite	Dk
Hydro Pump	W
Earthquake	Gd

♂ AIRJOLT L51/148HP

Bright Powder

E

Bite	Dk
Toxic	Po
Zap Cannon	E
Pin Missile	B

♂ AIRVAPOR L51/214HP

Nevermeltice

W

Icy Wind	I
Iron Tail	S
Surf	W
Return	N

♂ AIRFLARE L51/148HP

Charcoal

Fi

Fire Blast	Fi
Roar	N
Mud-Slap	Gd
Headbutt	N

FINAL BATTLE: PSYCHIC MASON

This battle is guaranteed to be harder than the last time you faced off with Mason. Bring a Pokémon with good Fighting-type attacks for the Normal Pokémon, a Dark Pokémon for any Psychic surprises, and a fast Pokémon to counter Arcanine if he makes an appearance.

♀ KANGASENZA L50/186HP

Focus Band

N

Dizzy Punch	N
Fire Punch	Fi
Reversal	Ft
Surf	W

♀ HYPNENZA L52/172HP

Quick Claw

Ps

Hypnosis	Ps
Psych Up	N
Future Sight	Ps
Shadow Ball	Gh

♂ ARCANENZA L53/181HP

Pink Bow

Fi

Flame Wheel	Fi
Dragonbreath	D
Extremespeed	N
Bite	Dk

♂ RAICHENZA L50/138HP

Miracleberry

E

Thunderbolt	E
Dynamicpunch	Ft
Thunder Wave	E
Double Team	N

♂ SMENZA L52/141HP

King's Rock

N

Attract	N
Glare	N
Sweet Kiss	N
Headbutt	N

♀ XATUENZA L53/154HP

Leftovers

Ps FL

Confuse Ray	Gh
Night Shade	Gh
Psychic	Ps
Fly	Fl

MASTER BALL DIVISION

RENTAL POKéMON RECOMMENDATIONS

DEWGONG L50/171HP

W I

Waterfall	W
Rest	Ps
Aurora Beam	I
Sleep Talk	N

HOUNDOOM L50/154HP

Dk Fi

Ember	Fi
Roar	N
Bite	Dk
Swift	N

GOLEM L50/161HP

R GD

Magnitude	Gd
Harden	N
Rock Throw	R
Rock Smash	Ft

HERACROSS L50/158HP

B FT

Reversal	Ft
Endure	N
Cut	N
Counter	Ft

KADABRA L50/125HP

Ps

Psychic	Ps
Kinesis	Ps
Thunderpunch	E
Reflect	Ps

ZAPDOS L50/155HP

E FL

Thunder	E
Flash	N
Rock Smash	Ft
Detect	Ft

BATTLE 1: POKéFAN CARMEN

Carmen's Pokémon follow no obvious theme. A few have the move Attract and a couple may call for an Encore. The three Normal Pokémon require you to bring in at least one Pokémon with Fighting-type moves.

♀ BELLOSAN L51/155HP

Bitter Berry

GR

Petal Dance	Gr
Attract	N
Return	N
Toxic	Po

♀ AZUMAN L51/180HP

Quick Claw

W

Surf	W
Attract	N
Ice Punch	I
Double-Edge	N

♂ PERAN L51/145HP

Gold Berry

N

Bite	Dk
Thief	Dk
Headbutt	N
Zap Cannon	E

♀ CLEFAN L51/175HP

Pink Bow

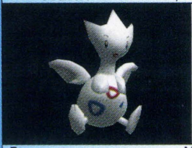
N

Sing	N
Metronome	N
Encore	N
Psychic	Ps

♂ TICAN L51/134HP

Focus Band

N FL



Encore	N
Fly	Fl
Sweet Kiss	N
Metronome	N

♂ RAIAN L51/140HP

Mysteryberry

E

Thunder Wave	E
Attract	N
Thunderbolt	E
Iron Tail	S

BATTLE 2: YOUNGSTER WYATT

Wyatt's team also has three Normal Pokémon. Watch out for Ditto's Transform ability and Raticate's Super and Hyper Fang attacks.

♀ GEOTINY L50/160HP

Berserk Gene

N FL

Fly	Fl
Mirror Move	Fl
Steel Wing	S
Toxic	Po

♀ QUEENINY L53/176HP

Focus Band

PO GD

Body Slam	N
Surf	W
Earthquake	Gd
Thunderpunch	E

DITTOINY L50/125HP

Quick Claw

N

Transform	N

♂ CATEINY L52/137HP

Pink Bow

N

Super Fang	N
Shadow Ball	Gh
Hyper Fang	N
Roar	N

♀ PININY L52/147HP

Silverpowder

B

Submission	Ft
Swords Dance	N
Guillotine	N
Fury Cutter	B

♂ PRIMEINY L53/150HP

Black Belt

FT

Screech	N
Seismic Toss	Ft
Cross Chop	Ft
Thunder	E

BATTLE 3: FIREBREATHER CLIFF

Cliff's team still uses Sunny Day combinations, but less so than in the Great Ball round. You still need to prepare to defend against it, but now you also have more pressing concerns such as Marowak's very powerful Earthquake attack using Soft Sand.

	♂	MAGHOT	L50/143HP	Gold Berry	FI	Sunny Day	Fi
						Flamethrower	Fi
						Psychic	Ps
						Thunderpunch	E
	♀	HOTWAK	L51/141HP	Soft Sand	GD	Earthquake	Gd
						Thunderpunch	E
						Fire Blast	Fi
						Icy Wind	I
	♀	HOTDODRI	L54/148HP	Pink Bow	N FL	Tri Attack	N
						Pursuit	Dk
						Drill Peck	Fl
						Steel Wing	S
	♀	HOTDOOM	L50/153HP	Focus Band	DK FI	Sunny Day	Fi
						Crunch	Dk
						Flamethrower	Fi
						Iron Tail	S
	♀	HOTGUTOR	L51/176HP	Miracleberry	GR PS	Sunny Day	Fi
						Stun Spore	Gr
						Solarbeam	Gr
						Psychic	Ps
	♂	HOTCANIN	L54/181HP	Leftovers	FI	Extremespeed	N
						Dig	Gd
						Dragonbreath	D
						Agility	Ps

BATTLE 4: BIKER DILLON

Most of Dillon's Pokémon have Toxic or other Poison-causing attacks in their line ups. Steel Pokémon are impervious to this kind of attack, but Safeguard also works just as well, so you might want to see if you can develop a strategy around that.

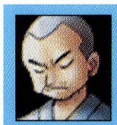
	♀	ING-WEEZ	L52/150HP	Polkadot Bow	PO	Sludge Bomb	Po
						Thunder	E
						Explosion	N
						Fire Blast	Fi
	♀	STER-CLOY	L51/131HP	Quick Claw	W I	Surf	W
						Clamp	W
						Toxic	Po
						Protect	N
	♀	LIX-STEE	L52/159HP	Soft Sand	S GD	Toxic	Po
						Dragonbreath	D
						Bind	N
						Earthquake	Gd
	♀	DON-RHY	L52/190HP	Pink Bow	GD R	Iron Tail	S
						Surf	W
						Blizzard	I
						Hyper Beam	N
	♀	SAUR-VENU	L52/164HP	Focus Band	GR PO	Toxic	Po
						Giga Drain	Gr
						Leech Seed	Gr
						Endure	N
	♀	BOK-AR	L51/141HP	Miracleberry	PO	Toxic	Po
						Protect	N
						Wrap	N
						Dig	Gd

BATTLE 5: TEACHER MOLLY

Half of Molly's Pokémon have the Baton Pass move on their lists—two in conjunction with Agility and Double Team. One-hit KO's or Haze might be your best bet here.

	♂	GIRAFARED	L50/149HP	Leftovers	N PS	Agility	Ps
						Baton Pass	N
						Double Team	N
						Psybeam	Ps
	♀	MR. MIMED	L52/129HP	Quick Claw	PS	Reflect	Ps
						Psychic	Ps
						Meditate	Ps
						Baton Pass	N
	♂	LAPRASED	L53/218HP	Miracleberry	W I	Ice Beam	I
						Rest	Ps
						Body Slam	N
						Snore	N
	♀	AIPOMED	L50/140HP	Focus Band	N	Agility	Ps
						Double Team	N
						Baton Pass	N
						Swift	N
	♀	LANTED	L52/218HP	Gold Berry	W E	Confuse Ray	Gh
						Surf	W
						Spark	E
						Take Down	N
	♀	TOEDED	L53/184HP	King's Rock	W	Body Slam	N
						Earthquake	Gd
						Surf	W
						Ice Punch	I

BATTLE 6: SAGE CHEN

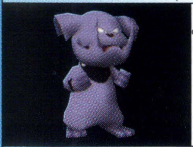


Six Pokémon with Mean Look almost guarantees that you won't run away from much in this battle. Instead plan tactics against Ghost, Psychic, and Dark Pokémon. After you have Safeguarded your Pokémon against Confusion and Poison, you only have to knock them out.

	♂	MISDAGE	L51/140HP	Leftovers	GH	Mean Look	N
						Confuse Ray	Gh
						Perish Song	N
						Protect	N
	♂	CROWAGE	L52/172HP	Miracleberry	PO FL	Mean Look	N
						Detect	Ft
						Confuse Ray	Gh
						Toxic	Ps
	♀	GENGAGE	L51/143HP	Przcureberry	GH PO	Mean Look	N
						Destiny Bond	Gh
						Confuse Ray	Gh
						Night Shade	Gh
	♀	JYNAGE	L52/151HP	Quick Claw	I PS	Mean Look	N
						Perish Song	N
						Lovely Kiss	N
						Blizzard	I
	♀	MURKAGE	L52/145HP	Berry Juice	DK FL	Mean Look	N
						Night Shade	Gh
						Shadow Ball	Gh
						Frustration	N
	♂	UMBAGE	L52/182HP	Focus Band	DK	Mean Look	N
						Screech	N
						Confuse Ray	Gh
						Bite	Dk

SEMIFINAL BATTLE: POKéFAN BAXTER

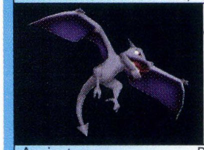
What is a Semifinal Battle without another well-balanced team of opponents? Play to their weaknesses and watch out for Meganium's Sunny Day + Solarbeam combo!

	♂	FERAL	L52/173HP	Scope Lens	W	Surf	W
						Strength	N
						Rage	N
						Earthquake	Gd
	♂	PHLOSIONAL	L52/166HP	Focus Band	FI	Flamethrower	Fi
						Dynamicpunch	Ft
						Dig	Gd
						Swift	N
	♂	MEGANAL	L51/165HP	Berry Juice	GR	Sunny Day	Fi
						Body Slam	N
						Solarbeam	Gr
						Iron Tail	S
	♀	GRANBAL	L51/172HP	King's Rock	N	Scary Face	N
						Fire Punch	Fi
						Bite	Dk
						Take Down	N
	♀	BLISSAL	L51/340HP	Leftovers	N	Egg Bomb	N
						Thunder	E
						Attract	N
						Blizzard	I
	♂	MONTOPAL	L52/137HP	Quick Claw	FT	Triple Kick	Ft
						Toxic	Po
						Counter	Ft
						Detect	Ft

FINAL BATTLE: POKéMANIAC PEDRO

It's the last match in the Poké Cup and you are in for a challenge! Pedro's Team is well balanced, although heavy on the Flying types. Match move type against Pokémon type and try to defend against the really strong attacks with Light Screen and Barrier.

♂ AEROMANIA L50/163HP — R FL — King's Rock



Ancientpower	R
Bite	Dk
Hyper Beam	N
Fly	Fl

♂ CHAMPMANIA L50/173HP — FT — Scope Lens

Cross Chop	Ft
Foresight	N
Seismic Toss	Ft
Earthquake	Gd

♀ DRAMANIA L50/158HP — W D — Dragon Fang

Surf	W
Blizzard	I
Dragonbreath	D
Swagger	N

♀ NITEMANIA L55/190HP — D FL — Focus Band

Outrage	D
Thunder	E
Waterfall	W
Return	N

♀ TYRANMANIA L55/200HP — R DK — Quick Claw

Crunch	Dk
Frustration	N
Rock Slide	R
Iron Tail	S

♂ IZARDMANIA L50/161HP — FI FL — Miracleberry

Fire Blast	Fi
Dynamicpunch	Ft
Fly	Fl
Dig	Gd

PRIME CUP

RAIKOU
L100
291/339
TRODELAB
L100
300/300
Let's SWAGGER!

RAIKOU
L100
291/339
TRODELAB
L100
300/300

The Prime Cup is the last Cup in the Stadium series that lets you choose your own team. Because it centers around L100 Pokémon, you can be sure that the challenge level will be high and the moves breathtaking! Bring your best Pokémon to this match up!

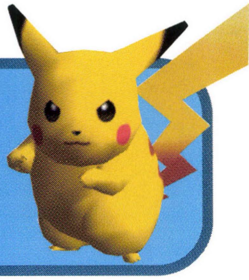
PRIME CUP RULES

- **Pokémon up to L100 can enter this Cup. The opposing trainers will all have L100 Pokémon.**
- **All 251 Pokémon are eligible to enter this Cup**

Unlike in the original *Pokémon Stadium*, this Cup is limited to eight battles against eight trainers. Because part of the fun of this Cup is getting to use your best Pokémon, such as Mewtwo and Lugia and Ho-oh, we recommend that you avoid using Rental Pokémon unless absolutely necessary. You'll miss out on part of the fun if you do!

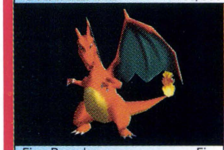
NOTE

THE RENTAL POKÉMON AVAILABLE FOR THE PRIME CUP ARE BASICALLY THE SAME AS THE L50 POKÉMON USED FOR THE POKÉ CUP AND GYM LEADER CASTLE. THE ONLY DIFFERENCE IS THAT THEY ARE AT L100. EVERYTHING ELSE REMAINS THE SAME.



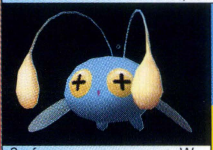
RENTAL POKéMON RECOMMENDATIONS

CHARIZARD L100/309HP — FI FL



Fire Punch	Fi
Scary Face	N
Wing Attack	Fl
Growl	N

CHINCHOU L100/331HP — W E



Surf	W
Confuse Ray	Gh
Thunder	E
Rain Dance	W

JOLTEON L100/283HP — E

Zap Cannon	E
Sand-Attack	Gd
Pin Missile	B
Double Kick	Ft

KADABRA L100/247HP — Ps

Psychic	Ps
Kinesis	Ps
Thunderpunch	E
Reflect	Ps

NIDOQUEEN L100/339HP — PO GD

Body Slam	N
Toxic	Po
Mud-Slap	Gd
Ice Punch	I

UMBREON L100/343HP — DK

Faint Attack	Dk
Quick Attack	N
Mud-Slap	Gd
Mean Look	N

BATTLE 1: LASS TERRY

The Prime Cup starts off with a pretty well-balanced team of opponents. Use Fighting moves to take out any Normal Pokémon Terry might bring out and then match attacks to the remaining Pokémon types.

♀ LOSSOMETTE L100/300HP — GR — Focus Band

Giga Drain	Gr
Solarbeam	Gr
Poisonpowder	Po
Endure	N

♂ AZUMARETTE L100/340HP — W — Quick Claw

Surf	W
Attract	N
Return	N
Tail Whip	N

♂ PHAROSETTE L100/320HP — E — Magnet

Zap Cannon	E
Fire Punch	Fi
Thunder Wave	E
Light Screen	Ps

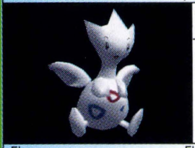
♀ FURRETTE L100/320HP — N — Berry Juice

Slam	N
Surf	W
Dig	Gd
Ice Punch	I

♀ TUFFETTE L100/426HP — N — Pink Bow

Protect	N
Sing	N
Body Slam	N
Disable	N

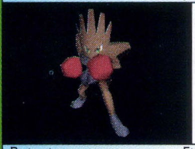
♂ TOGETTE L100/256HP — N FL — Sharp Beak



Fly	Fl
Swift	N
Double-Edge	N
Safeguard	N

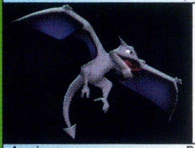
BATTLE 2: BLACKBELT YANG

Yang relies mostly on Fighting-types of Pokémon, so counter with Flying or Psychic-type Pokémon.

♂ BUFFET	L100/525HP	Focus Band	Ps	Safeguard	N
				Mirror Coat	Ps
				Counter	Ft
				Destiny Bond	Gh
♂ APE	L100/271HP	Berserk Gene	FT	Detect	Ft
				Seismic Toss	Ft
				Cross Chop	Ft
				Screech	N
♂ CHAN 	L100/251HP	Black Belt	FT	Detect	Ft
				Mach Punch	Ft
				Thunderpunch	E
				Dynamicpunch	Ft
♂ LEE	L100/255HP	Quick Claw	FT	Detect	Ft
				Mega Kick	N
				Reversal	Ft
				Hi Jump Kick	Ft
♂ TOP	L100/255HP	Mint Berry	FT	Detect	Ft
				Dig	Gd
				Triple Kick	Ft
				Counter	Ft
♂ KING	L100/317HP	Bitter Berry	PO GD	Detect	Ft
				Double Kick	Ft
				Toxic	Po
				Horn Drill	N

BATTLE 3: BIRD KEEPER ADAM

Adam, naturally, uses all Flying-types of Pokémon in this battle. Remember that Flying Pokémon are not affected by Ground attacks. However, they are usually very weak against Electric attacks.

♂ IZARDASH	L100/319HP	King's Rock	FI FL	Slash	N
				Dig	Gd
				Flamethrower	Fi
				Iron Tail	S
♀ GLIGASH	L100/287HP	Poison Barb	GD FL	Sludge Bomb	Po
				Toxic	Po
				Iron Tail	S
				Faint Attack	Dk
♂ AEROASH 	L100/333HP	Focus Band	R FL	Ancientpower	R
				Earthquake	Gd
				Fire Blast	Fi
				Hyper Beam	N
♀ FEAROASH	L100/287HP	Scope Lens	N FL	Mud-Slap	Gd
				Mirror Move	Fl
				Drill Peck	Fl
				Agility	Ps
♂ KROASH	L100/263HP	Sharp Beak	Dk FL	Fly	Fl
				Attract	N
				Night Shade	Gh
				Faint Attack	Dk
♂ DRIOASH	L100/263HP	Pink Bow	N FL	Toxic	Po
				Hidden Power	N
				Tri Attack	N
				Drill Peck	Fl

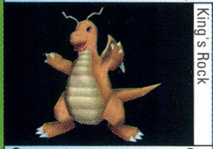
BATTLE 4: COOLTRAINER FLORIA

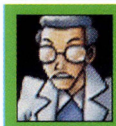
Floria's Pokémon have a real affection for moves that put their opponents to Sleep. Use Safeguard along with Mint and Miracleberries to protect you from this state.

♂ STANTANCE	L100/290HP	Quick Claw	N	Hypnosis	Ps
				Earthquake	Gd
				Return	N
				Hidden Power	N
♂ HYPNANCE	L100/314HP	Focus Band	Ps	Hypnosis	Ps
				Shadow Ball	Gh
				Psychic	Ps
				Dream Eater	Ps
♂ GUTORANCE	L100/334HP	Miracleberry	GR Ps	Hypnosis	Ps
				Sludge Bomb	Po
				Leech Seed	Gr
				Giga Drain	Gr
♀ FABLANCE	L100/344HP	Leftovers	N	Sing	N
				Hidden Power	N
				Thunderpunch	E
				Fire Blast	Fi
♀ REEBELANCE	L100/314HP	Miracle Seed	GR Po	Sleep Powder	Gr
				Sludge Bomb	Po
				Swagger	N
				Slam	N
♀ WRATHANCE	L100/334HP	Focus Band	W FT	Hypnosis	Ps
				Surf	W
				Submission	Ft
				Body Slam	N

BATTLE 5: FISHERMAN CHASE

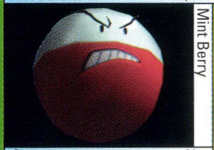
Electric and Grass attacks are your best bet here. Be careful if Chase brings out Gyarados and Lanturn. The Rain Dance combo could spell problems.

♀ GYARADISH	L100/350HP	Focus Band	W FL	Rain Dance	W
				Bite	Dk
				Hydro Pump	W
				Twister	D
♂ MANTISH	L100/290HP	Nevermeltice	W FL	Waterfall	W
				Headbutt	N
				Wing Attack	Fl
				Icy Wind	I
♀ TURNISH	L100/410HP	Miracleberry	W E	Thunder Wave	E
				Surf	W
				Spark	E
				Whirlpool	W
♂ QUAGISH	L100/350HP	Mystic Water	W GD	Haze	I
				Dig	Gd
				Surf	W
				Dynamicpunch	Ft
♂ DEWISH	L100/326HP	Mysteryberry	W I	Rest	Ps
				Ice Beam	I
				Sleep Talk	N
				Headbutt	N
♂ NITEISH 	L100/328HP	King's Rock	D FL	Outrage	D
				Hidden Power	N
				Icy Wind	I
				Iron Tail	S



BATTLE 6: SCIENTIST CRAIG

Most of Craig's Pokémon use both Swagger and Screech, a deadly combination unless you are protected by Safeguard. Watch out for both Electrode and Forretress—both are armed with Explosion!

♀ FORRETLAB	L100/314HP	Quick Claw	B S	Explosion	N
				Double-Edge	N
				Swagger	N
				Toxic	Po
♀ PERSILAB	L100/294HP	Bitter Berry	N	Swagger	N
				Iron Tail	S
				Screech	N
				Slash	N
TRODELAB 	L100/300HP	Mint Berry	E	Swagger	N
				Zap Cannon	E
				Explosion	N
				Screech	N
♀ SNEALAB	L100/288HP	Miracleberry	Dk I	Swagger	N
				Ice Beam	I
				Dig	Gd
				Surf	W
♀ CROLAB	L100/334HP	King's Rock	PO FL	Confuse Ray	Gh
				Screech	N
				Fly	Fl
				Bite	Dk
♀ NINELAB	L100/320HP	Focus Band	FI	Confuse Ray	Gh
				Endure	N
				Flamethrower	Fi
				Fire Spin	Fi

SEMIFINAL BATTLE: SKIER KATHY

Kathy's team of Pokémon has an Ice theme. All of her Pokémon (except for that Baton Passing Mr. Mime) are either Ice-types or know Ice moves.

♀ Jynow L100/299HP

Gold Berry

I

Ps

Psychic	Ps
Blizzard	I
Lovely Kiss	N
Frustration	N

♂ Laprow L100/413HP

Focus Band

W

I

Body Slam	N
Dragonbreath	D
Ice Beam	I
Icy Wind	I

♂ Slowkow L100/343HP

Leftovers

W

Ps

Ice Beam	I
Shadow Ball	Gh
Psychic	Ps
Iron Tail	S

♀ Pilosow L100/369HP

Berry Juice

I

GD

Blizzard	I
Take Down	N
Earthquake	Gd
Frustration	N

♀ Mr. Mimow L100/249HP

Quick Claw

Ps

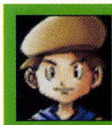
Reflect	Ps
Baton Pass	N
Double Team	N
Psybeam	Ps

♂ Feralow L100/339HP

Miracleberry

W

Slash	N
Bite	Dk
Screech	N
Icy Wind	I



FINAL BATTLE: COOLTRAINER MARTY

You can count on Marty to bring out Mew during this battle, so watch out because it's pretty tough. The number of Pokémon using Psychic should encourage you to use a Dark-type of Pokémon. Fighting and Electric Pokémon are also recommended.

Mewstor L100/363HP

Miracleberry

Ps

Psychic	Ps
Blizzard	I
Earthquake	Gd
Icy Wind	I

♂ Ursastor L100/333HP

Leftovers

N

Slash	N
Dynamicpunch	Ft
Fire Punch	Fi
Hyper Beam	N

Miestor L100/283HP

Bright Powder

W

Ps

Swift	N
Psychic	Ps
Surf	W
Light Screen	Ps

♂ Umbstor L100/353HP

Blackglasses

DK

Confuse Ray	Gh
Shadow Ball	Gh
Psychic	Ps
Faint Attack	Dk

♂ Mukstor L100/363HP

Focus Band

PO

Screech	N
Sludge Bomb	Po
Attract	N
Hidden Power	N

♀ Tyrastor L100/369HP

Quick Claw

R

DK

Rock Slide	R
Crunch	Dk
Earthquake	Gd
Fire Blast	Fi

CHALLENGE CUP

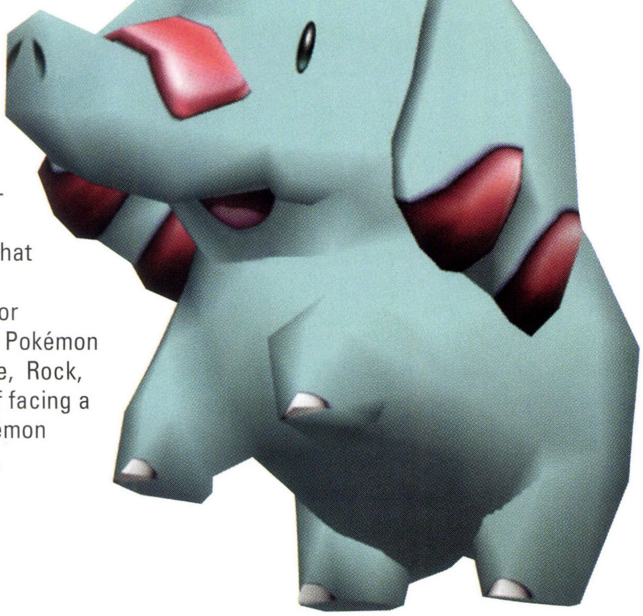
The Challenge Cup is something you are either going to love or hate passionately. This Cup is played exactly the same as the other Cups in the Stadium with one important difference: Both your team of Pokémon and your opponent's team are randomly generated. This provides you with the ultimate in "flying-by-the-seat-of-your-pants" battling. This Cup is sure to challenge your ability not only to determine what makes a good, well-rounded team of Pokémon, but also to make up strategies on the fly with Pokémon that are unfamiliar to you.

CHALLENGE CUP RULES

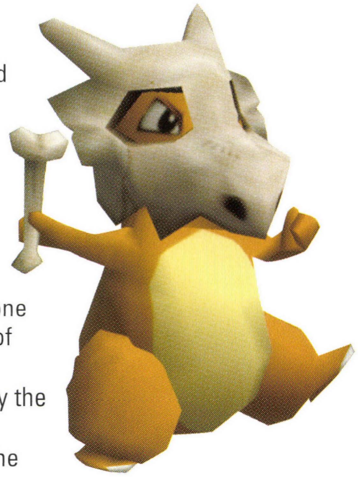
- **Battle using six Pokémon provided to you at random by the computer.**
- **There are four divisions divided by level: Poké Ball uses L30 Pokémon; Great Ball uses L45 Pokémon; Ultra Ball uses L60 Pokémon; Master Ball uses L75 Pokémon.**
- **You must clear the previous divison (Poké Ball, Great Ball, Ultra Ball, Master Ball) before you can enter the next division. Each division has a trophy. Completing all four will not result in getting a Challenge Cup.**

This Cup isn't as chaotic as it sounds. Your team of Pokémon is randomly generated at the start of each of the four divisions (Poké Ball, Great Ball, Ultra Ball, and Master Ball). The level of the Pokémon and their evolution stages are determined by the division itself. The Pokémon you receive in the Poké Ball division will be much weaker and less developed than the ones given to you in the Master Ball round. Because this Cup tests your ability to choose a good team, it's important to look each Pokémon over thoroughly, checking out its stats, Held Item and list of moves. If you don't like what you see, simply restart the game.

Your opponent's Pokémon are chosen from a pool that best expresses his or her style of battle. For example, if your opponent expresses a preference for Pokémon found in the mountains, you can expect his or her team to include mostly Fire, Rock, and Ground types. If your opponent likes to use Toxic, expect to find yourself facing a team of Pokémon who can use the move Toxic. However, the individual Pokémon that make up his or her team will change each time you start a new division.



RECOMMENDATIONS FOR YOUR TEAM



Before starting the first battle in a Challenge Cup division, get a team with a good mix of Pokémon types and moves. It's rumored that if you complete the classes at Earl's Pokémon Academy (winning all three medals) before attempting the Challenge Cup, your Pokémon will have better, more useful move sets. Regardless, don't be afraid to reset the game until you get the perfect team. The testers at Nintendo of America say it's not uncommon to have to reset the game up to 20 or more times until you get a team that is capable of winning one of the Challenge Cup divisions.

Basically, you are looking for a team with members that can attack super-effectively any two Pokémon that your opponent might use. The computer is pretty good at assigning you a team with different types of Pokémon. You can count on receiving one Electric Pokémon, one Fire Pokémon, one Water Pokémon, and one Rock or Ground Pokémon. Other types are less common. A good team tries to make up for that with plenty of Dual-type Pokémon.

Check out your Pokémon's move sets before deciding whether to accept them or cancel. This is ultimately the most important factor in deciding upon a team of Challenge Cup Pokémon. A desirable team features six Pokémon with a large variety of attacks. You really don't want more than a single Pokémon with moves of the same type (e.g., a Grass Pokémon with three Grass-type moves).

In addition, make sure that the move sets your Pokémon are given make some sense. For example, look for combos such as Rain Dance + Thunder, Defense Curl + Rollout, Swagger + Psych Up, Sunny Day + Solarbeam. Also make sure that the types of moves are complementary to the type of Pokémon using them. For example, make sure that your Fire Pokémon has a Fire move (for the Pokémon type + move type bonus) or that your Miracle Seed-holding Pokémon has a corresponding Grass-type move. Make sure that between your six Pokémon, you have at least one of the following move types: Dark, Electric, Grass, Ground, Fighting, Fire, Flying, Psychic, and Water. Defensive moves such as Swagger, Toxic, Haze, Safeguard, etc. are also useful.

Finally, check out your Pokémon's stats. You want a team with fast Pokémon (to get that first attack advantage), whose Attack stats are reasonably decent. Also, take their Held Items into consideration. Do your Pokémon have the appropriate power-ups and berries?

When you've found the perfect team, it's time to start the Challenge Cup. The tables below will give you a rough estimation of what to expect from each Trainer.

POKÉ BALL DIVISION

CAMPER MARCUS
Fire- and Ground-type Pokémon

ROCKET GRUNT
Poison-type Pokémon with poisonous moves

PICNICKER MELISSA
Flying Pokémon

GUITARIST DAREN
Electric- and Grass-type Pokémon with Paralysis-inducing attacks

FISHERMAN CURTIS
Water Pokémon with Rain Dance

MEDIUM PEGGY
Psychic Pokémon with Confuse Ray

ROCKET GRUNT
Normal Pokémon

JUGGLER DWIGHT
Well-balanced team

GREAT BALL DIVISION

TWINS JAN & JANE
Bug Pokémon

SCHOOLBOY OLIVER
Ground- and Rock-type Pokémon

SAILOR CURT
Ice- and Water-type Pokémon

SWIMMER♀ DARCY
Normal Pokémon who use Attract

OFFICER GERALD
Sunny Day + Fire Pokémon/moves and Solarbeam

KIMONO GIRL EMIKO
Well-balanced team

SCIENTIST ROBERTO
Ghost-, Dark-, and Psychic-type Pokémon

GENTLEMAN TRAVIS
Well-balanced team

ULTRA BALL DIVISION

CAMPER MARCUS
Fire- and Ground-type Pokémon

ROCKET GRUNT
Poison Pokémon and Toxic

PICNICKER MELISSA
Flying Pokémon

GUITARIST DAREN
Electric- and Grass-type Pokémon with Paralysis-inducing attacks

FISHERMAN CURTIS
Water Pokémon with Rain Dance

MEDIUM PEGGY
Psychic and Ghost Pokémon with Confuse Ray

ROCKET GRUNT
Normal Pokémon

JUGGLER DWIGHT
Well-balanced team

MASTER BALL DIVISION

TWINS JAN & JANE
Bug and Flying Pokémon

SCHOOLBOY OLIVER
Ground-, Rock-, and Steel-type Pokémon

SAILOR CURT
Ice- and Water-type Pokémon

SWIMMER♀ DARCY
Pokémon who use Attract

OFFICER GERALD
Sunny Day + Fire Pokémon/moves and Solarbeam

KIMONO GIRL EMIKO
Well-balanced team

SCIENTIST ROBERTO
Ghost-, Dark-, and Psychic-type Pokémon

GENTLEMAN TRAVIS
Well-balanced team

GYM LEADER CASTLE

STADIUM
GYM LEADER CASTLE

The GYM LEADERS await your arrival.
Whoever reaches the top is the ultimate trainer.

MEWTWO
L100 Nm
HP
322/413
BLASTOISE
L100 Nm ♂
HP
57/332

It's super-effective!

LUGIA
L100 Nm
HP
344/344
TANGELA
L100 Nm ♀
HP
28/305

A critical hit!
It's super-effective!

The Gym Leader Castle is home to all of the Johto and Kanto Gym Leaders. If you've already played *Pokémon Gold* and *Silver*, then you will be very familiar with the challenges ahead. If not, get ready to battle 16 Gym Leaders and their Jr. Trainers, a band of rogue Team Rocket members and the Elite Four!

GYM LEADER CASTLE RULES

The Gym Leader Castle battles follow the same basic rules as the Stadium Cups. There are a few striking differences though. First and foremost, you can use any Pokémon you like in your battle team(s), including Mew, Mewtwo, Lugia, Ho-oh, and Celebi. You can use any level Pokémon as well. However, all of the Trainer's Pokémon start at L50, so don't try to battle them with a team of L10 Pokémon. If you use a team of Pokémon whose levels are higher than L50, the experience level of your opponents' Pokémon will rise to match yours. For example, if you decide to use a team of L60 Pokémon, your opponents' Pokémon will follow suit.

Secondly, you must progress through the Castle in the order presented—at least on the Johto side. When you've cleared all eight of the Johto Gyms and defeated Team Rocket, you must defeat the Final Four and Lance to progress to the Kanto Gyms. On the Kanto side, you can battle the eight Gym Leaders in any order you prefer, but you must defeat all eight to progress to the final Gym Leader Castle battle, which is against Red.

The great thing about the Gym Leader Castle is that the rounds of battle are all pretty short. Four trainers in a row is the largest number you have to defeat at once. You can also change your battle team at the start of each Gym, customizing it to match the Gym's theme. If you are using Rental Pokémon, this allows you to use a large variety of Pokémon and get to know their strengths and weaknesses. This is a great thing to do before heading off to the Stadium Cups!

However, the number of Gyms makes it impossible to provide Rental Pokémon recommendations. Instead, you will find recommendations for Pokémon types that are effective in each Gym. If you are in doubt, study the Compatibility Charts in "Pokémon Battling 101" or simply rely on the type of team you used in the Game Boy games.

NOTE

THE LEVEL AND HIT POINT INFORMATION PROVIDED FOR THE TRAINERS' POKÉMON IS BASED ON YOUR USE OF EITHER RENTAL POKÉMON OR A TEAM THAT IS L50 OR LOWER.

JOHTO SIDE

This is the larger of the two Castles, requiring you to defeat one to four trainers in each Gym. At the halfway point, after Olivine Gym, you must defeat four Team Rocket members before you can continue to the top of the Castle and the Elite Four.

VIOLET GYM

RECOMMENDED TYPES: E I R

BIRD KEEPER MATT

Matt uses all Flying-type Pokémon, which are easily countered by the use of Electric moves like Thunderbolt.

♂ PIDGASH L50/125HP

Berry — N / FL

Fly	Fl
Quick Attack	N
Agility	Ps
Swift	N

♀ HOOTASH L50/145HP

Psncureberry — N / FL

Peck	Fl
Confusion	Ps
Foresight	N
Flash	N

♀ SPEARASH L50/125HP

Ice Berry — N / FL

Fly	Fl
Fury Attack	N
Agility	Ps
Mirror Move	Fl

♀ NATUASH H50/125

Mint Berry — Ps / FL

Peck	Fl
Endure	N
Leer	N
Flash	N

♂ DODUASH H50/120HP

Bitter Berry — N / FL

Peck	Fl
Fury Attack	N
Agility	Ps
Tri Attack	N

♂ PIDGEOASH L50/148HP

Przcureberry — N / FL

Gust	Fl
Quick Attack	N
Agility	Ps
Swift	N

GYM LEADER FALKNER

Almost all of Falkner's Pokémon have the Mud-Slap move, which lowers your Pokémon's accuracy, so watch out!

♂ PIDGEOT L50/167HP

Przcureberry — N / FL

Fly	Fl
Quick Attack	N
Mud-Slap	Gd
Whirlwind	N

♂ FARFETCH'D L50/136HP

Stick — N / FL

Fly	Fl
Mud-Slap	Gd
Slash	N
False Swipe	N

♀ NOCTOWL L50/192HP

Mint Berry — N / FL

Fly	Fl
Take Down	N
Confusion	Ps
Mud-Slap	Gd

♀ DELIBIRD L50/137HP

Bitter Berry — I / FL

Present	N
Headbutt	N
Mud-Slap	Gd
Blizzard	I

♂ FEAROW L50/149HP

Sharp Beak — N / FL

Drill Peck	Fl
Mirror Move	Fl
Mud-Slap	Gd
Swift	N

♂ TOGETIC L50/139HP

Burnt Berry — N / FL

Fly	Fl
Psychic	Ps
Double-Edge	N
Fire Blast	Fi

AZALEA GYM

RECOMMENDED TYPES: FI FL R S W

BUG CATCHER CHAZ

Use Fire- or Rock-type attacks to take out Chaz's mostly Bug based team! Flying Pokémon work well too!

♀ YANMY L50/151HP

Przcureberry — B / FL

Swift	N
Quick Attack	N
Foresight	N
Sonicboom	N

♂ SPINARY L50/126HP

Psncureberry — B / PO

Psychic	Ps
Scary Face	N
Night Shade	Gh
Dig	Gd

♀ SHUCKLY L50/106HP

Burnt Berry — B / R

Rollout	R
Rock Smash	Ft
Constrict	N
Bide	N

♂ RATTATY L50/116HP

Mint Berry — N

Hyper Fang	N
Focus Energy	N
Quick Attack	N
Dig	Gd

♂ PARASY L50/121HP

Silverpowder — B / GR

Slash	N
Dig	Gd
Leech Life	B
Stun Spore	Gr

♀ GEODY L50/126HP

Hard Stone — R / GD

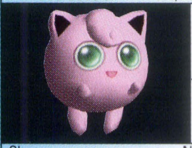
Dig	Gd
Rock Throw	R
Harden	N
Tackle	N

TWINS MIN & LYN

The Twins' team is split between using Charm and Sweet Scent. One lowers your Pokémon's attack strength and the other your evasion rate.

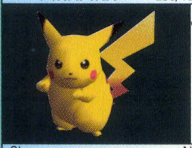
♀ LEDLED	L50/126HP
Przcureberry	B FL
Sweet Scent	N
Supersonic	N
Comet Punch	N
Double-Edge	N

♂ SUNSUN	L50/116HP
Mint Berry	GR
Sweet Scent	N
Absorb	Gr
Mega Drain	Gr
Growth	N



♀ JIGGJIGG	L50/209HP
Bitter Berry	N
Charm	N
Disable	N
Body Slam	N
Nightmare	Gh

♂ HOPHOP	L50/121HP
Miracle Seed	GR FL
Sweet Scent	N
Tackle	N
Mega Drain	Gr
Cotton Spore	Gr



♂ PIKAPIKA	L50/121HP
Light Ball	E
Charm	N
Thunder Wave	E
Thundershock	E
Swift	N

♀ CLEFCLEF	L50/156HP
Psncureberry	N
Charm	N
Metronome	N
Doubleslap	N
Light Screen	Ps

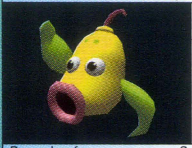
GYM LEADER BUGSY

Watch out for Bugsy's Scyther. With both Fury Cutter and Hyper Beam, he's tough to beat.

♂ SCYTHER	L50/162HP
Przcureberry	B FL
Fury Cutter	B
Slash	N
Wing Attack	Fl
Hyper Beam	N

♀ BUTTERFREE	L50/152HP
Psncureberry	B FL
Psychic	Ps
Gust	Fl
Giga Drain	Gr
Nightmare	Gh

♂ BEEDRILL	L50/149HP
Mint Berry	B PO
Twineedle	B
Sludge Bomb	Po
Poison Sting	Po
Cut	N



♀ WEEPINBELL	L50/157HP
Berry	GR PO
Razor Leaf	Gr
Cut	N
Sludge Bomb	Po
Wrap	N

♂ PINSIR	L50/149HP
Bitter Berry	B
Strength	N
Bind	N
Submission	Ft
Seismic Toss	Ft

♂ PUPITAR	L50/154HP
Ice Berry	R GD
Rock Slide	R
Headbutt	N
Earthquake	Gd
Sleep Talk	N

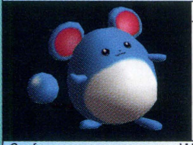
GOLDENROD GYM

RECOMMENDED TYPES: E FT GD PS R W

LASS LOIS

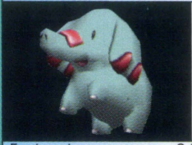
You'll want to use Fighting and Electric types to take out the variety of Pokémon that Lois uses.

♂ TEDDIETTE	L50/146HP
Psncureberry	N
Slash	N
Lick	Gh
Cut	N
Fury Swipes	N



♀ MARILLETTE	L50/156HP
Mystic Water	W
Surf	W
Ice Punch	I
Double-Edge	N
Tail Whip	N

♂ MEOWETTE	L50/126HP
Mint Berry	N
Slash	N
Pay Day	N
Mud-Slap	Gd
Fury Swipes	N



♂ PHANPETTE	L50/176HP
Soft Sand	GD
Earthquake	Gd
Rollout	R
Double-Edge	N
Strength	N

♂ WAGETTE	L50/126HP
Przcureberry	W
Surf	W
Body Slam	N
Blizzard	I
Psychic	Ps

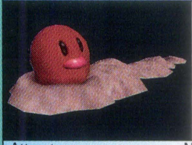
♀ SNUBETTE	L50/146HP
Pink Bow	N
Take Down	N
Ice Punch	I
Roar	N
Thunderpunch	E

BEAUTY RITA

Use genderless Pokémon, or a team with both male and female Pokémon, to counteract Rita's use of Attract.

♀ AIPODY	L50/141HP
Mint Berry	N
Attract	N
Agility	Ps
Swift	N
Fury Swipes	N

♂ MAREEDY	L50/141HP
Magnet	E
Attract	N
Tackle	N
Thundershock	E
Light Screen	Ps

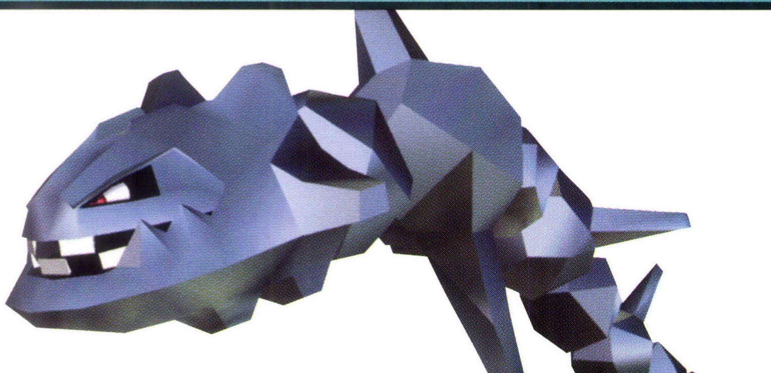


♂ DIGDY	L50/96HP
Przcureberry	GD
Attract	N
Growl	N
Magnitude	Gd
Slash	N

♀ PONYDY	L50/136HP
Charcoal	FI
Attract	N
Stomp	N
Ember	Fi
Agility	Ps

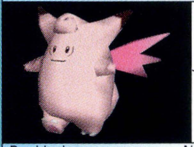
♀ REMORADY	L50/121HP
Berry	W
Attract	N
Aurora Beam	I
Psybeam	Ps
Bubblebeam	W

♂ SENTDY	L50/121HP
Ice Berry	N
Attract	N
Quick Attack	N
Slam	N
Amnesia	Ps



GYM LEADER WHITNEY

Remember to use Physical types of attacks against Normal Pokémon like Clefable and Wigglytuff. Fighting and Psychic attacks work best here.

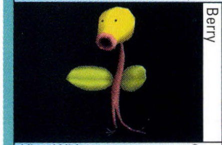
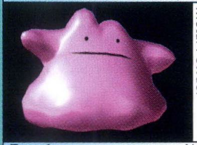
♀	MILTANK	L50/181HP	Przcureberry	N		Stomp Rollout Earthquake Bide	N R Gd N
♀	CLEFABLE	L50/181HP	Mint Berry	N		Doubleslap Thunder Psychic Fire Blast	N E Ps Fi
♀	WIGGLYTUFF	L50/226HP	Psncureberry	N		Double-Edge Thunderpunch Psychic Ice Punch	N E Ps I
♀	GLOOM	L50/146HP	Bitter Berry	GR PO		Petal Dance Solarbeam Sludge Bomb Giga Drain	Gr Gr Po Gr
♂	DODRIO	L50/146HP	Burnt Berry	N FL		Drill Peck Fury Attack Tri Attack Sleep Talk	Fl N N N
♂	STANTLER	L50/159HP	Ice Berry	N		Take Down Headbutt Psychic Swift	N N Ps N

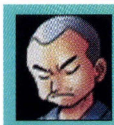
ECRUTEAK GYM

RECOMMENDED TYPES: D GD PS R W

MEDIUM HOLLY

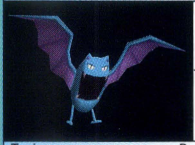
Use Psychic, Rock, and Ice attacks to deal with Holly's team of Pokémon. Also, plan to have to counter Ditto's Transform.

♀	SPROUTIUM	L50/137HP	Berry	GR PO		Vine Whip Cut Growth Acid	Gr N N Po
♂	HOOTIUM	L50/147HP	Psncureberry	N FL		Confusion Growl Foresight Peck	Ps N N Fl
♀	LEDIUM	L50/142HP	Burnt Berry	B FL		Comet Punch Reflect Safeguard Light Screen	N Ps N Ps
	DITTIUM	L50/145HP	Metal Powder	N		Transform	N
♀	RINAIUM	L50/157HP	Poison Barb	PO		Tackle Fury Swipes Double Kick Poison Sting	N N Ft Po
	OWNIUM	L50/143HP	Przcureberry	PS		Hidden Power	N



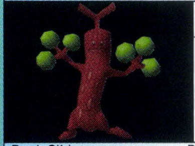
SAGE TY

Ty's Pokémon can trap your Pokémon in battle with a Mean Look. Beware of combos with Toxic and Perish Song as well.

♂	ZUBAGE	L50/127HP	Burnt Berry	PO FL		Toxic Wing Attack Mean Look Leech Life	Po Fl N B
♀	SMOOCHAGE	L50/132HP	Przcureberry	I PS		Perish Song Lick Mean Look Blizzard	N Gh N I
♂	GASTAGE	L50/117HP	Berry	GH PO		Curse Spite Mean Look Lick	? Gh N Gh
♂	GOLAGE	L50/162HP	Mint Berry	PO FL		Toxic Wing Attack Mean Look Swift	Po Fl N N
♀	MISDREAGE	L50/147HP	Psncureberry	GH		Perish Song Spite Mean Look Psybeam	N Gh N Ps
♀	HAUNTAGE	L50/132HP	Bitter Berry	GH PO		Curse Spite Mean Look Night Shade	? Gh N Gh

GYM LEADER MORTY

A Dark Pokémon like Umbreon, equipped with Ghost or Psychic moves, works well against Morty's Poison and Psychic Pokémon.

♂	GENGAR	L50/155HP	Bitter Berry	GH PO		Shadow Ball Night Shade Psychic Fire Punch	Gh Gh Ps Fi
♀	ARIADOS	L50/157HP	Burnt Berry	B PO		Sludge Bomb Dig Psychic Night Shade	Po Gd Ps Gh
♂	SUDOWOODO	L50/157HP	Berry	R		Rock Slide Strength Low Kick Earthquake	R N Ft Gd
♀	MAROWAK	L50/147HP	Mint Berry	GD		Bonemerang Headbutt Bone Club Iron Tail	Gd N Gd S
♂	GIRAFARIG	L50/157HP	Przcureberry	N PS		Psybeam Thunder Swift Nightmare	Ps E N Gh
♀	NOCTOWL	L50/187HP	Psncureberry	N FL		Fly Take Down Confusion Foresight	Fl N Ps N

CIANWOOD GYM

RECOMMENDED TYPES: FL GH PS W

BLACKBELT NICK

A good Psychic or Ghost Pokémon will go a long way here. Grass-type attacks will take out the Ground and Water Pokémon that fill out Nick's team.

♂ MONTOP L50/142HP

Black Belt

FT

Triple Kick	Ft
Dig	Gd
Rapid Spin	N
Counter	Ft

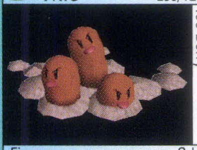
♂ RINO L50/153HP

Przcureberry

PO

Horn Drill	N
Fury Attack	N
Poison Sting	Po
Horn Attack	N

♀ TRIO L50/127HP



Ice Berry

GD

Fissure	Gd
Rock Smash	Ft
Scratch	N
Magnitude	Gd

♂ MONLEE L50/142HP

Mint Berry

FT

Jump Kick	Ft
Rolling Kick	Ft
Mega Kick	N
Foresight	N

♀ SEAK L50/172HP

Bitter Berry

W

Horn Drill	N
Endure	N
Waterfall	W
Flail	N

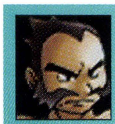
♀ HORN L50/172HP

Burnt Berry

GD

R

Horn Drill	N
Dig	Gd
Fury Attack	N
Horn Attack	N



GYM LEADER CHUCK

Chuck's Fighting Pokémon team is all equipped with Dynamicpunch. Using a Ghost Pokémon with Psychic-type moves will make you invincible.

♂ POLIWRATH L50/187HP

Focus Band

W

FT

Dynamicpunch	Ft
Earthquake	Gd
Hydro Pump	W
Psychic	Ps

♂ GRANBULL L50/179HP

Przcureberry

N

Dynamicpunch	Ft
Shadow Ball	Gh
Strength	N
Roar	N

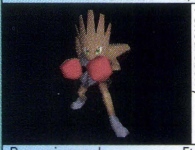
♂ MACHOKE L50/169HP

Ice Berry

FT

Dynamicpunch	Ft
Earthquake	Gd
Vital Throw	Ft
Seismic Toss	Ft

♂ HITMONCHAN L50/139H



Psncureberry

FT

Dynamicpunch	Ft
Mega Punch	N
Mach Punch	Ft
Comet Punch	N

♂ SANDSLASH L50/164HP

Mint Berry

GD

Dynamicpunch	Ft
Slash	N
Dig	Gd
Rollout	R

♂ PRIMEAPE L50/138HP

Bitter Berry

FT

Dynamicpunch	Ft
Headbutt	N
Dig	Gd
Seismic Toss	Ft

OLIVINE GYM

RECOMMENDED TYPES: E FI GD W

GYM LEADER JASMINE

Fire, Electric, Ground, and Water attacks work best against Jasmine's Steel Pokémon.

♂ STEELIX L50/171HP

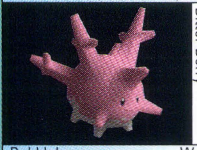
Scope Lens

S

GD

Iron Tail	S
Rock Throw	R
Earthquake	Gd
Strength	N

♀ CORSOLA L50/179HP



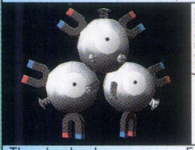
Bitter Berry

W

R

Bubblebeam	W
Spike Cannon	N
Ancientpower	R
Psychic	Ps

MAGNETON L50/138HP



Mint Berry

E

S

Thundershock	E
Thunder	E
Swift	N
Sonicboom	N

♀ MANTINE L50/153HP

Przcureberry

W

FL

Surf	W
Take Down	N
Wing Attack	Fl
Sleep Talk	N

♂ SKARMORY L50/153HP

Metal Coat

S

FL

Steel Wing	S
Swift	N
Fly	Fl
Fury Attack	N

♀ FORRETRESS L50/163HP

Psncureberry

B

S

Double-Edge	N
Giga Drain	Gr
Rollout	R
Rapid Spin	N

TEAM ROCKET INTERLUDE

RECOMMENDED TYPES: FT FI GH GD S W

ROCKET GRUNT

Explosion is the theme of this battle. You can counter by using Ghost-type Pokémon who are resistant to Normal attacks.

♂ GEOACT1 L50/127HP

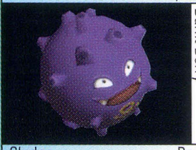
Psncureberry

R

GD

Earthquake	Gd
Strength	N
Rock Throw	R
Explosion	N

♀ KOFFACT1 L50/135HP

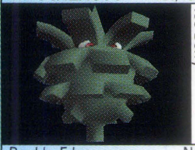


Burnt Berry

PO

Sludge	Po
Smog	Po
Zap Cannon	E
Explosion	N

♂ PINEACT1 L50/137HP



Ice Berry

B

Double-Edge	N
Rapid Spin	N
Giga Drain	Gr
Explosion	N

♂ GRAVELACT1 L50/142HP

Mint Berry

R

GD

Magnitude	Gd
Strength	N
Rock Throw	R
Explosion	N

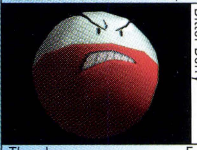
♀ WEEZACT1 L50/169HP

Przcureberry

PO

Sludge	Po
Poison Gas	Po
Detect	Ft
Explosion	N

ELECTRODE L50/147HP



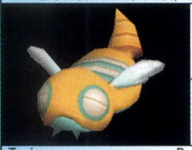
Bitter Berry

E

Thunder	E
Sonicboom	N
Swift	N
Explosion	N

ROCKET GRUNT

This team uses Toxic and then stalling moves like Protect and Detect. Use Safeguard to protect your team.

♂ MURKNO1	L50/147HP		Dk Fl	Blackglasses	Toxic Pursuit Detect Fly	Po Dk Ft Fl
♂ DROWZNO1	L50/147HP		Ps	Ice Berry	Toxic Confusion Protect Pound	Po Ps N N
♀ SPINARNO1	L50/127HP		B Po	Psncureberry	Toxic Leech Life Protect Constrict	Po B N N
♀ DUNSPARNO1	L50/187HP		N	Bitter Berry	Toxic Pursuit Protect Dig	Po Dk N Gd
♀ ZUBANO1	L50/127HP		Po Fl	Mint Berry	Toxic Leech Life Detect Wing Attack	Po B Ft Fl
♂ DOURNO1	L50/132HP		Dk Fi	Przcureberry	Toxic Bite Detect Ember	Po Dk Ft Fi

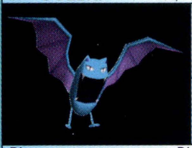
ROCKET EXECUTIVE

Thief and Frustration are the theme moves for this team. Do not use Pokémon who rely on their Held Items for combos.

♀ SNEASEP	L50/149HP		Dk I	No Item	Thief Nightmare Slash Frustration	Dk Gh N N
♂ MUKEP	L50/190HP		Po	No Item	Thief Fire Blast Sludge Bomb Frustration	Dk Fi Po N
♀ LICKEP	L50/175HP		N	No Item	Thief Blizzard Earthquake Frustration	Dk I Gd N
♀ VILEPEP	L50/160HP		Gr Po	Przcureberry	Thief Cut Acid Frustration	Dk N Po N
♂ RATICEP	L50/140HP		N	No Item	Thief Super Fang Dig Frustration	Dk N Gd N
♂ ARBEP	L50/145HP		Po	No Item	Thief Sleep Talk Sludge Bomb Frustration	Dk N Po N

ROCKET EXECUTIVE

Don't let the Sunny Day + Solarbeam combo used by Doomap and Victreap catch you by surprise!

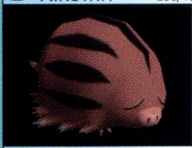
♂ DOOMAP	L50/162HP		Dk Fi	Scope Lens	Crunch Flamethrower Sunny Day Solarbeam	Dk Fi Fi Gr
♂ GOLBAP	L50/162HP		Po Fl	Burnt Berry	Bite Giga Drain Wing Attack Confuse Ray	Dk Gr Fl Gh
♂ PERSIAP	L50/152HP		N	Psncureberry	Slash Iron Tail Faint Attack Thunder	N S Dk E
♀ MISDREAVAP	L50/147HP		Gh	Mint Berry	Shadow Ball Curse Psychic Pain Split	Gh ? Ps N
♂ VICTREAP	L50/167HP		Gr Po	Przcureberry	Razor Leaf Sunny Day Sludge Bomb Solarbeam	Gr Fi Po Gr
♀ WOBBUFFAP	L50/287HP		Ps	Bitter Berry	Safeguard Mirror Coat Counter Destiny Bond	N Ps Ft Gh

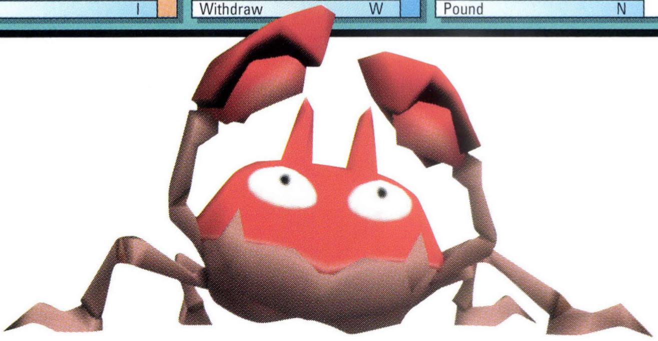
MAHOGANY GYM

RECOMMENDED TYPES: FT FI GD S W

BOARDER ALVIN

Alvin uses an Ice- and Water-based team that should fall easily to an onslaught of Fire-, Grass-, and Ground-type moves.

♀ AIRSEEL	L50/152HP		W	Berry	Aurora Beam Safeguard Endure Sleep Talk	I N N N
♂ AIRSWIN	L50/137HP		I Gd	Psncureberry	Powder Snow Roar Endure Mist	I N N I
♂ AIRSHELL	L50/117HP		W	Bitter Berry	Whirlpool Endure Aurora Beam Withdraw	W N I W
♀ AIRSMOOCH	L50/132HP		I Ps	Nevermeltice	Confusion Lick Powder Snow Pound	Ps Gh I N
♂ AIRKING	L50/142HP		W	Przcureberry	Crabhammer Stomp Blizzard Vicegrip	W N I N
♀ AIRFLAAF	L50/157HP		E	Mint Berry	Thunderpunch Iron Tail Tackle Growl	E S N N



SKIER CAROL

All of Carol's Pokémon use Icy Wind and Headbutt. Be sure to take precautions against freezing.

♀ DELIOW L50/132HP

Przcureberry — I FL

Icy Wind	I
Present	N
Headbutt	N
Fly	Fl

♂ AZUMAROW L50/187HP

Mint Berry — W

Icy Wind	I
Surf	W
Headbutt	N
Double-Edge	N

♂ CUBONOW L50/137HP

Bitter Berry — GD

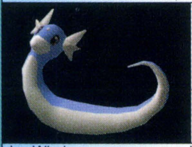
Icy Wind	I
Bone Rush	Gd
Headbutt	N
Growl	N

♀ QWILOW L50/152HP

Berry — W PO

Icy Wind	I
Take Down	N
Headbutt	N
Pin Missile	B

♂ DRATINOW L50/128HP



Psncureberry — D

Icy Wind	I
Dragon Rage	D
Headbutt	N
Slam	N

♀ SEADROW L50/142HP

Bitter Berry — W

Icy Wind	I
Smokescreen	N
Headbutt	N
Surf	W

GYM LEADER PRYCE

Fire-type Pokémon may not be the best solution in this battle—watch out for the powerful Ground attacks used by Ursaring, Donphan, and Piloswine.

♂ PILOSWINE L50/187HP

Quick Claw — I GD

Blizzard	I
Take Down	N
Earthquake	Gd
Sleep Talk	N

♀ DEWGONG L50/177HP

Mint Berry — W I

Surf	W
Take Down	N
Ice Beam	I
Safeguard	N

♂ CLOYSTER L50/137HP

Przcureberry — W I

Ice Beam	I
Spike Cannon	N
Surf	W
Swift	N

♀ URSARING L50/177HP

Bitter Berry — N

Thrash	N
Faint Attack	Dk
Dig	Gd
Thunderpunch	E

♂ DONPHAN L50/177HP

Ice Berry — GD

Double-Edge	N
Rollout	R
Earthquake	Gd
Snore	N

♀ JYNX L50/152HP

Miracleberry — I Ps

Ice Punch	I
Shadow Ball	Gh
Psychic	Ps
Thrash	N

BLACKTHORN GYM

RECOMMENDED TYPES: E Fi Ps W

COOLTRAINER GLORIA

Guard against sleep-inducing attacks with Safeguard!

♀ JIGGLANCE L50/199HP

Przcureberry — N

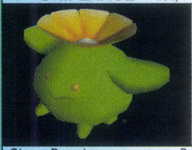
Sing	N
Rollout	R
Defense Curl	N
Double-Edge	N

♂ VENONANCE L50/144HP

Burnt Berry — B PO

Sleep Powder	Gr
Giga Drain	Gr
Psychic	Ps
Foresight	N

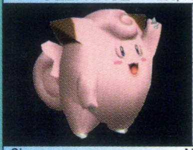
♀ SKIPLANCE L50/147HP



Bitter Berry — GR FL

Sleep Powder	Gr
Cotton Spore	Gr
Mega Drain	Gr
Headbutt	N

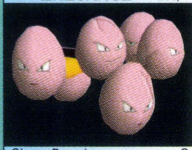
♀ CLEFANCE L50/154HP



Ice Berry — N

Sing	N
Fire Blast	Fi
Pound	N
Thunder	E

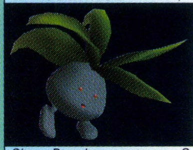
♂ EXEGANCE L50/144HP



Mint Berry — GR Ps

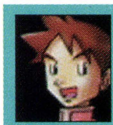
Sleep Powder	Gr
Sludge Bomb	Po
Mega Drain	Gr
Barrage	N

♂ ODDANCE L50/129HP



Berry Juice — GR PO

Sleep Powder	Gr
Acid	Po
Absorb	Gr
Cut	N



COOLTRAINER VINCE

This team is made up of the starter Pokémon from both the Color and Metal versions of the game. Use Water, Electric, and Fire attacks to counter.

♂ BULBASTOR L50/137HP

Ice Berry — GR PO

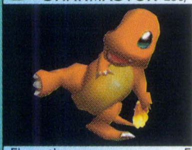
Razor Leaf	Gr
Giga Drain	Gr
Headbutt	N
Leech Seed	Gr

♀ SQUIRTSTOR L50/138HP

Bitter Berry — W

Surf	W
Blizzard	I
Bite	Dk
Iron Tail	S

♂ CHARMASTOR L50/131HP



Psncureberry — FI

Flamethrower	Fi
Dragon Rage	D
Slash	N
Dig	Gd

♀ CHIKOSTOR L50/137HP

Mint Berry — GR

Razor Leaf	Gr
Attract	N
Body Slam	N
Mud-Slap	Gd

♂ TOTOSTOR L50/142HP

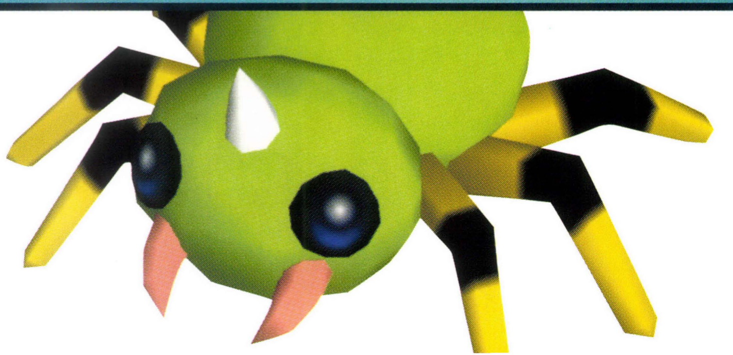
Przcureberry — W

Surf	W
Slash	N
Bite	Dk
Scary Face	N

♂ CYNDASTOR L50/131HP

Berry Juice — FI

Flame Wheel	Fi
Swift	N
Smokescreen	N
Iron Tail	S



GYM LEADER CLAIR

Clair's team focuses on Dragon-type Pokémon and Dragon-type attacks. Remember Dragon Pokémon are weak to Dragon- and Ice-type moves.

♀ KINGDRA L50/162HP

Scope Lens — W D

Dragonbreath	D
Headbutt	N
Hydro Pump	W
Blizzard	I

♀ AMPHAROS L50/177HP

Mint Berry — E

Thunderpunch	E
Iron Tail	S
Headbutt	N
Swift	N

♂ DRAGONAIR L50/148HP

Dragon Fang — D

Outrage	D
Blizzard	I
Surf	W
Thunder	E

♂ RHYDON L50/192HP

Psncureberry — GD R

Earthquake	Gd
Iron Tail	S
Rollout	R
Dynamicpunch	Ft

♂ ARCANINE L50/177HP

Bitter Berry — FI

Flamethrower	Fi
Dig	Gd
Dragon Rage	D
Extremespeed	N

♀ LAPRAS L50/217HP

Przcureberry — W I

Dragonbreath	D
Ice Beam	I
Surf	W
Psychic	Ps

ELITE FOUR AND LANCE

RECOMMENDED TYPES: D E GD I Ps W

WILL

Psychic Pokémon are the theme here. Try using Dark Pokémon to defeat them.

♂ XATU L50/148HP

King's Rock — PS FL

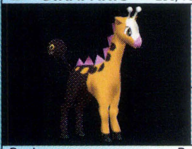
Psychic	Ps
Giga Drain	Gr
Fly	Fl
Night Shade	Gh

♀ KADABRA L50/131HP

Mint Berry — PS

Psychic	Ps
Thunderpunch	E
Fire Punch	Fi
Shadow Ball	Gh

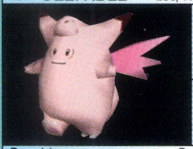
♀ GIRAFARIG L50/161HP



Przcureberry — N PS

Psybeam	Ps
Shadow Ball	Gh
Earthquake	Gd
Stomp	N

♂ CLEFABLE L50/178HP



Bitter Berry — N

Psychic	Ps
Thunder	E
Blizzard	I
Fire Blast	Fi

♂ EXEGGUTOR L50/178HP

Burnt Berry — GR PS

Psychic	Ps
Strength	N
Giga Drain	Gr
Sludge Bomb	Po

♀ JYNX L50/156HP

Ice Berry — I PS

Ice Punch	I
Body Slam	N
Psychic	Ps
Doubleslap	N

KOGA

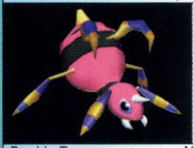
In this battle, you will need to prepare to deal with the Toxic + Double Team combo, as Double Team makes it difficult for your Pokémon to hit the opponent.

♀ VENOMOTH L50/157HP

Focus Band — B PO

Double Team	N
Giga Drain	Gr
Toxic	Po
Psybeam	Ps

♂ ARIADOS L50/152HP



Ice Berry — B PO

Double Team	N
Toxic	Po
Spider Web	B
Dig	Gd

♀ GOLBAT L50/157HP

Przcureberry — PO FL

Double Team	N
Wing Attack	Fl
Toxic	Po
Detect	Ft

♂ GLIGAR L50/147

Mint Berry — GD FL

Double Team	N
Sandstorm	R
Toxic	Po
Iron Tail	S

ELECTRODE L50/142HP

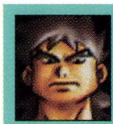
Bitter Berry — E

Double Team	N
Thunder	E
Toxic	Po
Mirror Coat	Ps

♀ MUK L50/187HP

Burnt Berry — PO

Double Team	N
Sludge Bomb	Po
Toxic	Po
Fire Blast	Fi



BRUNO

Bruno's team is made up mostly of Fighting Pokémon, Normal Pokémon with Fighting moves, and a couple of Ground-Rock Pokémon. Psychic and Water attacks are the way to go.

♂ MACHAMP L50/174HP

Scope Lens — FT

Cross Chop	Ft
Seismic Toss	Ft
Strength	N
Earthquake	Gd

♀ GOLEM L50/172HP

Bitter Berry — R GD

Rock Throw	R
Headbutt	N
Magnitude	Gd
Rock Smash	Ft

♀ KANGASKHAN L50/197HP

Psncureberry — N

Dizzy Punch	N
Reversal	Ft
Bite	Dk
Rock Smash	Ft

♂ BLASTOISE L50/171HP

Quick Claw — W

Surf	W
Ice Punch	I
Headbutt	N
Dynamicpunch	Ft

♀ HERACROSS L50/172HP

Mint Berry — B FT

Reversal	Ft
Horn Attack	N
Counter	Ft
Earthquake	Gd

♂ ONIX L50/119HP

Burnt Berry — R GD

Rock Throw	R
Slam	N
Dig	Gd
Rage	N

KAREN

Dark and Poison Pokémon are Karen's favorites, along with the Attract move. Fighting and Psychic attacks are best against her crew.

♀ UMBREON L50/189HP

Quick Claw — DK

Confuse Ray	Gh
Pursuit	Dk
Attract	N
Psychic	Ps

♀ VICTREEBEL L50/166HP

Mint Berry — GR PO

Stun Spore	Gr
Acid	Po
Attract	N
Razor Leaf	Gr

♂ MURKROW L50/146HP

Bitter Berry — DK FL

Attract	N
Fly	Fl
Mud-Slap	Gd
Faint Attack	Dk

♂ MAGMAR L50/151HP

No Item — FI

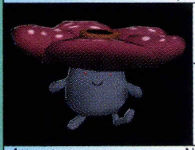
Confuse Ray	Gh
Fire Punch	Fi
Attract	N
Thief	Dk

♂ GENGAR L50/146HP

Przcureberry — GH PO

Confuse Ray	Gh
Psychic	Ps
Attract	N
Lick	Gh

♀ VILEPLUME L50/161HP



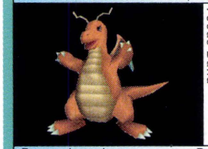
Ice Berry — GR PO

Attract	N
Giga Drain	Gr
Stun Spore	Gr
Sludge Bomb	Po

LANCE

You will need to guard against Hyper Beam in this battle. Lance's Pokémon are similar in nature to Clair's, so use Water, Ice, and Electric attacks against them.

♂ DRAGONITE L50/178HP



Focus Band — D FL

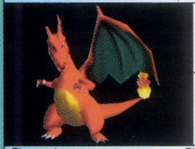
Dragonbreath	D
Thunder	E
Steel Wing	S
Hyper Beam	N

♀ TYRANITAR L50/187HP

Bitter Berry — R DK

Rock Slide	R
Dragonbreath	D
Crunch	Dk
Hyper Beam	N

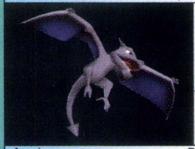
♂ CHARIZARD L50/165HP



Mint Berry — FI FL

Flamethrower	Fi
Dig	Gd
Fly	Fl
Hyper Beam	N

♂ AERODACTYL L50/167HP



Psncureberry — R FL

Ancientpower	R
Earthquake	Gd
Wing Attack	Fl
Hyper Beam	N

♀ STEELIX L50/162HP

Ice Berry — S GD

Iron Tail	S
Dragonbreath	D
Earthquake	Gd
Hyper Beam	N

♀ GYARADOS L50/182HP

Przcureberry — W FL

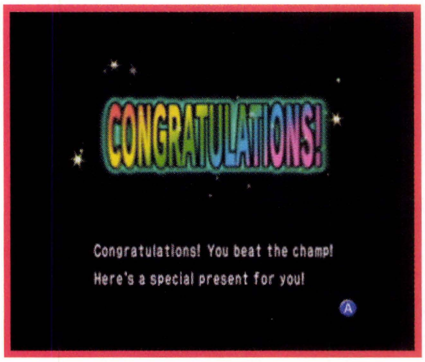
Surf	W
Sleep Talk	N
Dragonbreath	D
Hyper Beam	N

LANCE'S SECRET!

Trainers who use their own Pokémon against the Elite Four and Lance are rewarded handsomely with the ability to have their Pokémon relearn forgotten moves. This works as follows:

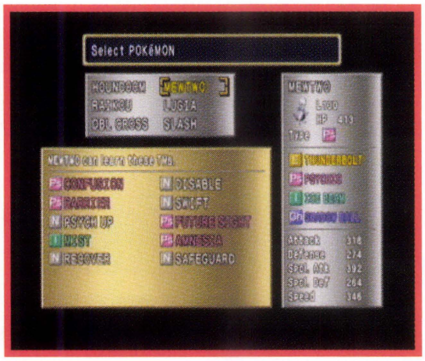
1. Battle the Elite Four and Lance using Pokémon from your *Pokémon Gold* or *Silver* Game Pak. Do not register these Pokémon! Use them straight from the Game Pak! You may need to visit the GB Tower to prepare for this.
2. Defeat the Elite Four and Lance.

When you defeat Lance, after the Johto Gym Leader Castle Clear screen, a new prize will be announced. The screen states that you can now have a Pokémon in your party relearn a forgotten TM, but the reality is that they can relearn any old move. For example, in *Gold* and *Silver*, if you had a L5 Articuno it would know the move Powder Snow. However, because you can only capture Articuno at L50 in the Color versions of the game, this move is lost in the fabric of time. Or at least it used to be! Should you desire to teach your Articuno that move, simply include the Articuno in your battle party, defeat the Elite Four and Lance, and voilà!



Congratulations! You beat the champ!

Here's a special present for you!



This "Relearning" function can only be used on the Pokémon you use to defeat the Elite Four and Lance and only during the time following the battle. However, to reactivate this goody, just repeat the battle.

KANTO SIDE

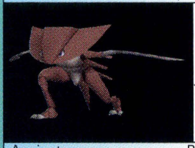
After the long arduous trek through the Johto Gym Leader Castle, the Castle on the Kanto side will seem like a walk in the park. Here you must only defeat the Gym Leader of each of the eight Gyms to proceed to the final battle against Red. The nice thing is that you can defeat them in any order you wish.

PEWTER GYM

RECOMMENDED TYPES: FT GR W

GYM LEADER BROCK

Defense Curl + Rollout can spell big trouble for your team if Brock's Pokémon has high accuracy.

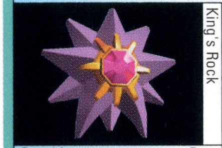
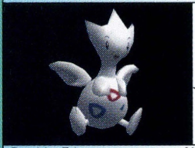
	♂ ONIX	L50/119HP	Quick Claw	R GD	Rock Throw Strength Earthquake Bide	R N Gd N
	♂ GOLEM	L50/164HP	Scope Lens	R GD	Rock Throw Defense Curl Magnitude Rollout	R N Gd R
	♂ OMASTAR	L50/162HP	Miracleberry	R W	Ancientpower Blizzard Surf Bite	R I W Dk
	♂ PINSIR	L50/157HP	Focus Band	B	Fury Cutter Seismic Toss Strength Submission	B Ft N Ft
	♀ FORRETRESS	L50/167HP	Mint Berry	B S	Take Down Defense Curl Giga Drain Rollout	N N Gr R
	♂ KABUTOPS	L50/152HP	Przcureberry	R W	Ancientpower Slash Surf Sleep Talk	R N W N

CERULEAN GYM

RECOMMENDED TYPES: E GR I

GYM LEADER MISTY

Most of Misty's Pokémon have the Rain Dance move—even if they don't have any attacks to combo with it. Use Pokémon with Thunder to take advantage of the storm.

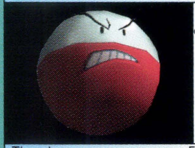
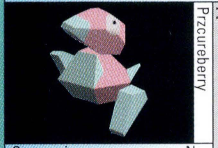
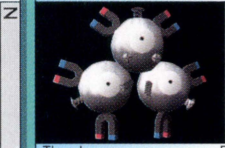
	STARMIE	L50/148HP	King's Rock	W Ps	Psychic Thunder Surf Rain Dance	Ps E W W
	♂ TOGETIC	L50/144HP	Przcureberry	N FL	Double-Edge Metronome Encore Rain Dance	N N N W
	♂ GOLDUCK	L50/168HP	Miracleberry	W	Hydro Pump Dig Return Rain Dance	W Gd N W
	♀ SUNFLORA	L50/163HP	Scope Lens	GR	Razor Leaf Sludge Bomb Mega Drain Cut	Gr Po Gr N
	♀ POLIWHIRL	L50/153HP	Focus Band	W	Hydro Pump Body Slam Earthquake Rain Dance	W N Gd W
	♀ QUAGSIRE	L50/183HP	Quick Claw	W GD	Surf Strength Earthquake Rain Dance	W N Gd W

VERMILION GYM

RECOMMENDED TYPES: GR GD

GYM LEADER LT. SURGE

Electric Pokémon, like Lt. Surge's, require a team of strong Ground Pokémon.

	♂ RAICHU	L50/144HP	Miracleberry	E	Thunderbolt Seismic Toss Thunder Wave Surf	E Ft E W
	♀ LANTURN	L50/217HP	Scope Lens	W E	Surf Thunder Wave Spark Take Down	W E E N
	♂ ELECTABUZZ	L50/157HP	Quick Claw	E	Thunderbolt Psychic Strength Ice Punch	E Ps N I
	ELECTRODE	L50/152HP	King's Rock	E	Thunder Mirror Coat Rollout Explosion	E Ps R N
	PORYGON	L50/161HP	Przcureberry	N	Conversion Psybeam Hidden Power Tri Attack	N Ps N N
	MAGNETON	L50/142HP	Focus Band	E S	Thunder Sonicboom Thunder Wave Sleep Talk	E N E N

CELADON GYM

RECOMMENDED TYPES: FT FI E

GYM LEADER ERIKA

Many of Erika's Pokémon know Solarbeam, but none of them can pattern the attack with Sunny Day. In addition, watch out for her team's use of sleep-inducing attacks.

♀ BELLOSSOM L50/167HP

Focus Band

GR

Giga Drain	Gr
Return	N
Sleep Powder	Gr
Moonlight	N

♀ TANGELA L50/157HP

Quick Claw

GR

Giga Drain	Gr
Solarbeam	Gr
Sleep Powder	Gr
Slam	N

♀ VENUSAUR L50/172HP

Przcureberry

GR PO

Razor Leaf	Gr
Leech Seed	Gr
Sleep Powder	Gr
Cut	N

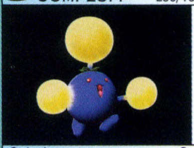
♀ CHANSEY L50/342HP

Lucky Punch

N

Psychic	Ps
Blizzard	I
Sing	N
Softboiled	N

♀ JUMPLUFF L50/167HP



No Item

GR FL

Solarbeam	Gr
Leech Seed	Gr
Sleep Powder	Gr
Synthesis	Gr

♀ VAPOREON L50/222HP

Scope Lens

W

Surf	W
Sleep Talk	N
Bite	Dk
Rest	Ps

SAFFRON GYM

RECOMMENDED TYPES: D S

GYM LEADER SABRINA

Dark-type Pokémon work best against Sabrina's Psychic team. Ghost Pokémon work well, too, unless you use them against one of Sabrina's two Normal Pokémon.

♂ ALAKAZAM L50/147HP

King's Rock

Ps

Psychic	Ps
Shadow Ball	Gh
Ice Punch	I
Future Sight	Ps

♀ MR. MIME L50/132HP

Focus Band

Ps

Psychic	Ps
Ice Punch	I
Thunderpunch	E
Fire Punch	Fi

♂ HYPNO L50/169HP

Scope Lens

Ps

Psychic	Ps
Nightmare	Gh
Headbutt	N
Future Sight	Ps

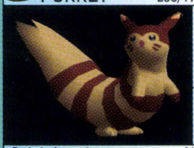
♀ WIGGLYTUFF L50/232HP

Quick Claw

N

Psychic	Ps
Solarbeam	Gr
Double-Edge	N
Shadow Ball	Gh

♀ FURRET L50/177HP



Miracleberry

N

Quick Attack	N
Dig	Gd
Dynamicpunch	Ft
Iron Tail	S

♀ SLOWBRO L50/187HP

Przcureberry

W Ps

Surf	W
Earthquake	Gd
Psychic	Ps
Fire Blast	Fi

FUCHSIA GYM

RECOMMENDED TYPES: I Ps

GYM LEADER JANINE

As in *Pokémon Gold* and *Silver*, Janine's team relies on Toxic to sicken and weaken their opponents. Use Safeguard to derail them.

♀ CROBAT L50/173HP

King's Rock

PO FL

Confuse Ray	Gh
Toxic	Po
Mean Look	N
Bite	Dk

♀ ARIADOS L50/158HP

Quick Claw

B PO

Swagger	N
Toxic	Po
Spider Web	B
Dig	Gd

♂ WEEZING L50/153HP

Focus Band

PO

Swagger	N
Toxic	Po
Attract	N
Rollout	R

♂ STANTLER L50/161HP

Scope Lens

N

Confuse Ray	Gh
Toxic	Po
Attract	N
Headbutt	N

♀ GLIGAR L50/153HP

Przcureberry

GD FL

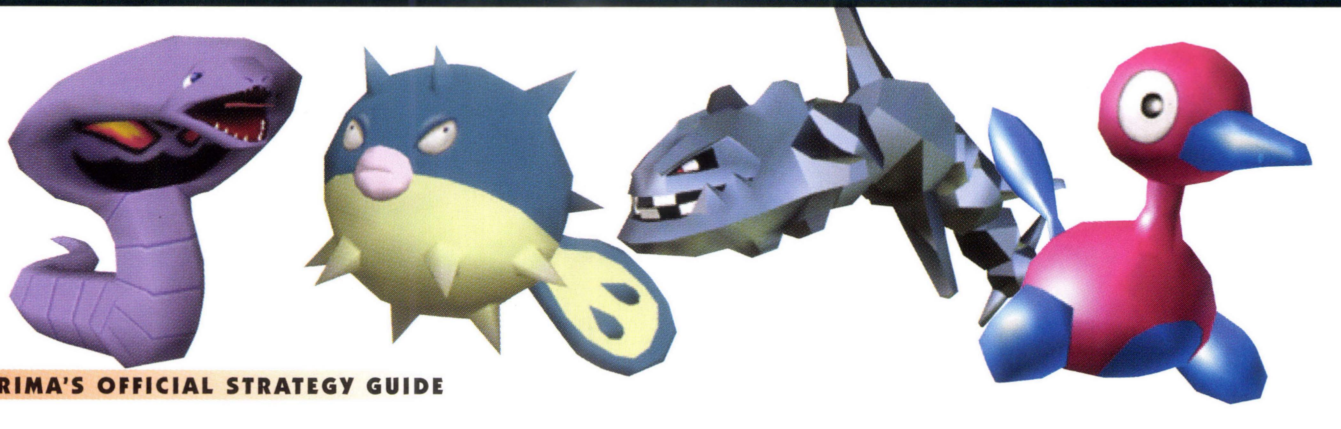
Swagger	N
Toxic	Po
Attract	N
Slash	N

♀ TENTACRUEL L50/168HP

Miracleberry

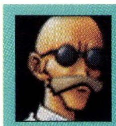
W PO

Supersonic	N
Toxic	Po
Attract	N
Surf	W



CINNABAR GYM

RECOMMENDED TYPES: E Fi GD W



GYM LEADER BLAINE

With the exception of Octillery, Blaine relies on using Sunny Day with Fire Pokémon or to speed up the casting of Solarbeam. Try countering with a Rain Dance team.

♂ RAPIDASH L50/153HP

King's Rock · Fi

Move	Type
Fire Blast	Fi
Agility	Ps
Stomp	N
Sunny Day	Fi

♀ NINETALES L50/161HP

Scope Lens · Fi

Move	Type
Fire Blast	Fi
Dig	Gd
Quick Attack	N
Sunny Day	Fi

♂ PARASECT L50/156HP

Quick Claw · B · GR

Move	Type
Giga Drain	Gr
Sunny Day	Fi
Slash	N
Solarbeam	Gr

♂ FLAREON L50/153HP

Miracleberry · Fi

Move	Type
Fire Blast	Fi
Shadow Ball	Gh
Take Down	N
Sunny Day	Fi

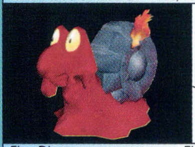
♂ OCTILLERY L50/163HP

Focus Band · W

Move	Type
Octazooka	W
Bubblebeam	W
Psybeam	Ps
Ice Beam	I

♀ MAGCARGO L50/138HP

Przcureberry · Fi · R



Move	Type
Fire Blast	Fi
Earthquake	Gd
Rock Slide	R
Sunny Day	Fi

VIRIDIAN GYM

RECOMMENDED TYPES: D E W

GYM LEADER BLUE

Blue is a big fan of switching out his Pokémon when you bring in one that is super effective against him. Counter by using a Pokémon who's attacks can easily effect more than one of his Pokémon.

♀ PIDGEOT L50/175HP

Przcureberry · N · FL

Move	Type
Wing Attack	Fl
Whirlwind	N
Mirror Move	Fl
Steel Wing	S

♂ ALAKAZAM L50/147HP

Miracleberry · Ps

Move	Type
Psychic	Ps
Reflect	Ps
Fire Punch	Fi
Recover	N

♂ RHYDON L50/189HP

Focus Band · GD · R

Move	Type
Earthquake	Gd
Iron Tail	S
Rollout	R
Dynamicpunch	Ft

♀ GYARADOS L50/187HP

Scope Lens · W · FL

Move	Type
Surf	W
Bite	Dk
Dragonbreath	D
Flail	N

♀ EXEGGUTOR L50/187HP

Quick Claw · GR · PS

Move	Type
Giga Drain	Gr
Sludge Bomb	Po
Psychic	Ps
Nightmare	Gh

♂ ARCANINE L50/174HP

King's Rock · Fi

Move	Type
Flamethrower	Fi
Extremespeed	N
Bite	Dk
Dig	Gd

???

RECOMMENDED TYPES: E Fi GD Ps W

RED

Red's team is both strong and well-balanced. Watch out especially for Tauros' Hyper Beam.

♀ MEGANIUM L50/172HP

Mint Berry · GR

Move	Type
Razor Leaf	Gr
Giga Drain	Gr
Body Slam	N
Synthesis	Gr

♂ FERALIGTR L50/169HP

Miracleberry · W

Move	Type
Surf	W
Blizzard	I
Slash	N
Bite	Dk

♂ TYPHLOSION L50/162HP

Focus Band · Fi

Move	Type
Flamethrower	Fi
Thunderpunch	E
Quick Attack	N
Dig	Gd

♀ JOLTEON L50/157HP

King's Rock · E

Move	Type
Thunder	E
Thunder Wave	E
Bite	Dk
Quick Attack	N

♂ SCIZOR L50/154HP

Quick Claw · B · S

Move	Type
Metal Claw	S
Quick Attack	N
Slash	N
Sleep Talk	N

♂ TAUROS L50/159HP

Scope Lens · N

Move	Type
Headbutt	N
Iron Tail	S
Earthquake	Gd
Hyper Beam	N

RIVAL BATTLE

After you've cleared both the Stadium and the Gym Leader Castle, an amazing event occurs! A bridge opens to a small cave in the lower right corner of the screen. In there you can go up against your Rival and try to win the ultimate prize: A Farfetch'd with Baton Pass! Defeating your Rival also opens up Round Two of *Pokémon Stadium 2*, which allows you to tackle both the Stadium and Gym Leader Castle a second time, but against harder, more powerful Trainers and Pokémon!

HOUNDOOM
L100 Nm ♀
HP 42/331
HO-OH
L100 Nm
HP 42/392

HOUNDOOM
L50 Nm ♀
HP 162/162
SPINARAK
L50 Nm ♂
HP 9/115

HOUNDOOM can't escape now!

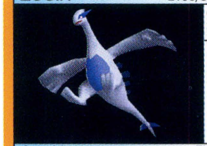
MEWTWO
L100 Nm
HP 281/413
LUGIA
L100 PZ
HP 198/392

It's super-effective!
It's Paralyzed! Maybe it can't attack!

Your Rival always uses the same three Pokémon when battling against you (Yes! You will meet him again at the end of Round Two!), but you can use any six of your own Pokémon against him.

YOUR RIVAL'S POKéMON

LUGIA L100/392HP



Ps
Sharp Beak
FL

Aeroblast	Fl
Surf	W
Psychic	Ps
Safeguard	N

HO-OH L100/392HP

Fi
Charcoal
FL

Sacred Fire	Fi
Earthquake	Gd
Steel Wing	S
Safeguard	N

MEWTWO L100/391HP

Ps
Twisted Spoon

Psychic	Ps
Hidden Power	N
Thunderpunch	E
Safeguard	N

This is probably the hardest battle in Round One and you probably won't want to use Rental Pokémon in it. However, we do have some suggestions about which ones to use. First, Wobbuffet. Safeguard will protect it against Status Anomolies while you can use both Mirror Coat and Counter to reflect a portion of any attack back against the aggressor. A Dark Pokémon such as Umbreon or Houndoom is also a good choice. Use Electric Pokémon such as Electrode and Magneton against Lugia (because it doesn't know a Ground attack). For Ho-oh, use Water Pokémon (because a Rock-based Pokémon stands a chance of being taken out by Ho-oh's Earthquake attack).

ROUND TWO

LITTLE CUP

BULBASAUR
L5 Nm ♂
HP: 21/21
MEOWTENT
L5 Pn ♂
HP: 20/20

MEOWTENT was badly Poisoned!

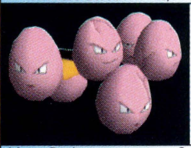
STARYU
L5 Nm
HP: 15/20
SEELAN
L5 Nm ♀
HP: 5/23

SEELAN's PERISH count is 3!

In Round Two, your opponents' Pokémon get nasty! The Little Cup is much harder than its counterpart in Round One, since the Trainers now know attack combos and are more likely to use them. Also, the Trainers make a more concerted effort to incapacitate your Pokémon with Status Abnormalities and stat decreases. Be sure to outfit your Pokémon with Miracleberries, and teach at least one or two the Safeguard move.

BATTLE 1: YOUNGSTER BERNIE

The majority of Bernie's Pokémon have moves which raise the Pokémon's defenses like Reflect or Light Screen.

♀ NATINY	♂ PINECINY	ORBINY	♂ CHOPINY	♀ EXEGGINY	♀ HYHINY
L5/21HP	L5/20HP	L5/19HP	L5/22HP	L5/21HP	L5/23HP
					
Silverpowder	Polkadot Bow	Magnet	Black Belt	Miracle Seed	Soft Sand
Ps FL	B	E	FT	GR Ps	GD R
Leech Life B	Double-Edge N	Thunderbolt E	Vital Throw Ft	Mega Drain Gr	Magnitude Gd
Psybeam Ps	Mega Drain Gr	Swift N	Light Screen Ps	Ancientpower R	Fury Attack N
Mega Drain Gr	Rollout R	Tackle N	Dig Gd	Confusion Ps	Rock Slide R
Reflect Ps	Reflect Ps	Mirror Coat Ps	Counter Ft	Reflect Ps	Counter Ft

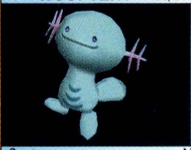
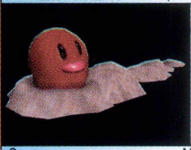
BATTLE 2: PICNICKER STACY

Stacy's Pokémon have lots of two-turn attacks like Skull Bash and Solarbeam. Use the charge time effectively

♀ HORSBASK	♂ PHANBASK	♂ BULBASK	♀ DEENBASK	♂ SPEARBASK	♂ QUILBASK
L5/19HP	L5/25HP	L5/20HP	L5/20HP	L5/20HP	L5/20HP
Mint Berry	Berry	Miracleberry	Psncureberry	Przcureberry	Bitter Berry
W	GD	GR PO	W	N FL	FI
Hydro Pump W	Earthquake Gd	Solarbeam Gr	Hydro Pump W	Sky Attack Fl	Fire Blast Fi
Blizzard I	Focus Energy N	Razor Wind N	Agility Ps	Steel Wing S	Dig Gd
Skull Bash N	Rollout R	Skull Bash N	Blizzard I	Tri Attack N	Iron Tail S
Agility Ps	Roar N	Leech Seed Gr	Haze I	Agility Ps	Foresight N

BATTLE 3: CAMPER GRANT

Watch out for combos with Swagger/Leer and Swagger/Screech.

♀ HOPTENT	♂ WOOPTENT	♂ LETTTENT	♀ TEDDTENT	♂ MEOWTENT	♀ PSYTENT
L5/20HP	L5/21HP	L5/17HP	L5/22HP	L5/20HP	L5/21HP
					
Focus Band	Quick Claw	Bright Powder	Berry	Miracleberry	Scope Lens
GR FL	W GD	GD	N	N	W
Swagger N	Swagger N	Swagger N	Swagger N	Swagger N	Swagger N
Amnesia Ps	Surf W	Magnitude Gd	Rock Smash Ft	Slash N	Psychic Ps
Giga Drain Gr	Tail Whip N	Screech N	Leer N	Screech N	Screech N
Reflect Ps	Earthquake Gd	Ancientpower R	Metal Claw S	Shadow Ball Gh	Ice Beam I

BATTLE 4: POKéFAN JANET

Pokéfan Janet's Pokémon all have Double Team. Watch out for Pokémon who can combine it with Baton Pass!

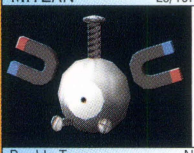
♀ LEDAN L5/20HP

Bright Powder

B FL

Double Team	N
Baton Pass	N
Agility	Ps
Ice Punch	I

MITEAN L5/19HP



Leftovers

E S

Double Team	N
Zap Cannon	E
Lock-on	N
Rollout	R

♀ GASAN L5/20HP

Berry Juice

GH PO

Double Team	N
Curse	?
Mean Look	N
Psychic	Ps

♂ DOURAN L5/21HP

Focus Band

Dk Fi

Double Team	N
Toxic	Po
Fire Spin	Fi
Bite	Dk

♂ ARAKAN L5/20HP

Quick Claw

B Po

Double Team	N
Baton Pass	N
Spider Web	B
Sludge Bomb	Po

♀ SEELAN L5/23HP

Miracleberry

W

Double Team	N
Perish Song	N
Whirlpool	W
Surf	W

BATTLE 5: SCHOOLBOY CLARK

Hidden Power changes based on the Pokémon's type. You'll never know what kind of attack to expect, so be careful!.

♂ PICHLING L5/19HP

Berry Juice

E

Hidden Power	N
Iron Tail	S
Thunder	E
Return	N

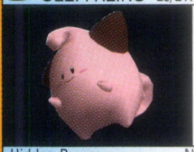
♂ ORITALING L5/21HP

Berry

GR

Hidden Power	N
Body Slam	N
Giga Drain	Gr
Ancientpower	R

♀ CLEFFALING L5/21HP

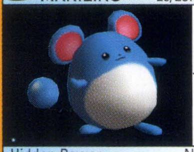


Quick Claw

N

Hidden Power	N
Fire Blast	Fi
Psychic	Ps
Shadow Ball	Gh

♂ MARILING L5/23HP



Gold Berry

W

Hidden Power	N
Iron Tail	S
Surf	W
Ice Punch	I

♀ PIXLING L5/20HP

Bright Powder

Fi

Hidden Power	N
Dig	Gd
Flamethrower	Fi
Faint Attack	Dk

♂ TRETLING L5/20HP

Focus Band

N

Hidden Power	N
Shadow Ball	Gh
Reversal	Ft
Surf	W

BATTLE 6: SWIMMER♀ CORA

Cora's Pokémon like to layer on the status problems. Look for them to combine attacks like Attract and Thunder Wave.

♀ WAGAPS L5/21HP

Berry Juice

W

Attract	N
Headbutt	N
Icy Wind	I
Hydro Pump	W

♂ ABRAPS L5/20HP

King's Rock

Ps

Attract	N
Headbutt	N
Thunder Wave	E
Psychic	Ps

♀ MARAPS L5/22HP

Gold Berry

E

Attract	N
Headbutt	N
Thunder Wave	E
Thunderbolt	E

♂ BONEAPS L5/21HP

Focus Band

GD

Attract	N
Rock Slide	R
Icy Wind	I
Bone Club	Gd

♀ TINIAPS L5/21HP

Scope Lens

D

Attract	N
Twister	D
Thunder Wave	E
Ice Beam	I

♂ ANDERAPS L5/21HP

Miracleberry

Fi

Attract	N
Bite	Dk
Scary Face	N
Flamethrower	Fi

SEMIFINAL BATTLE: TEACHER TINA

Be careful when Tina's Pokémon combine Curse with Quick Attack.

♂ EEVED L5/23HP

Gold Berry

N

Quick Attack	N
Flail	N
Bite	Dk
Curse	?

♀ NATED L5/21HP

Bright Powder

Ps FL

Quick Attack	N
Giga Drain	Gr
Psychic	Ps
Curse	?

♀ PONYED L5/22HP

Berry Juice

Fi

Quick Attack	N
Double Kick	Ft
Flame Wheel	Fi
Curse	?

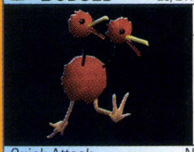
♀ TATAED L5/20HP

Miracleberry

N

Quick Attack	N
Dig	Gd
Super Fang	N
Curse	?

♀ DODUED L5/21HP



Scope Lens

N FL

Quick Attack	N
Steel Wing	S
Drill Peck	Fl
Curse	?

♂ TYRED L5/21HP

King's Rock

FT

Mach Punch	Ft
Mud-Slap	Gd
Strength	N
Curse	?

FINAL BATTLE: POKéFAN REX

Rex's Pokémon have at least one high powered attack that can devastate your Pokémon. Watch out for Psychic, Earthquake and Chanal's Counter.

♂ ELEKAL L5/22HP

Berry Juice

E

Thunderbolt	E
Ice Punch	I
Psychic	Ps
Cross Chop	Ft

PORYGAL L5/24HP

Quick Claw

N

Conversion	N
Psychic	Ps
Tri Attack	N
Recover	N

♂ NIXAL L5/20HP

Quick Claw

R GD

Earthquake	Gd
Body Slam	N
Rock Slide	R
Iron Tail	S

♀ OWPOKAL L5/26HP

Gold Berry

W Ps

Surf	W
Earthquake	Gd
Psychic	Ps
Ice Beam	I

♂ SCYTHAL L5/23HP

King's Rock

B FL

Wing Attack	Fl
Reversal	Ft
Steel Wing	S
Hyper Beam	N

♀ CHANAL L5/42HP

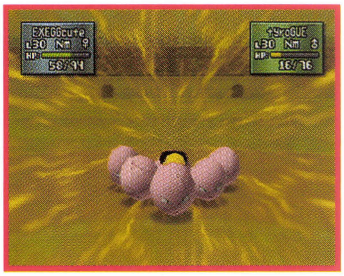
Focus Band

N

Thunderbolt	E
Counter	Ft
Ice Beam	I
Softboiled	N

POKÉ CUP

RHYhorn L45 Bn ♀ HP 115/156
magCARGO L45 Nm ♂ HP 63/119
A critical hit!
It's super-effective!


EXEGGcute L30 Nm ♀ HP 58/94
tyroGUE L30 Nm ♂ HP 16/76

As you would expect, the R-2 Poké Cup is significantly harder than the one in Round 1. Like with the Little Cup, the Pokémon and their Trainers are both stronger and smarter. If you are relying on Rental Pokémon, you may find it hard to keep up! Scour the tables below for potential combos and favorite moves. You are not still fighting the same Trainers with the same types of Pokémon as in Round 1, they've honed their strategy and are ready to take you down. Expect significant increases in difficulty levels as you make your way through the divisions. The Master Ball level can be brutal if you and your Pokémon are not prepared!

POKÉ BALL DIVISION

BATTLE 1: BUG CATCHER NELSON

This is your basic Bug-type team.

♀ YANY L50/147HP

Bitter Berry

B FL

Headbutt	N
Sonicboom	N
Giga Drain	Gr
Endure	N

♀ SCYTHY L50/155HP

Mint Berry

B FL

Steel Wing	S
Swords Dance	N
Wing Attack	Fl
Slash	N

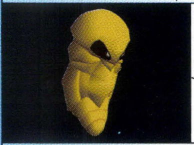
♂ LEDYBY L50/122HP

Przcureberry

B FL

Thunderpunch	E
Reflect	Ps
Ice Punch	I
Agility	Ps

♂ KAKUNY L50/129HP

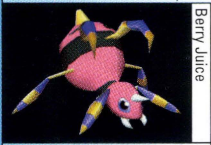


Burnt Berry

B PO

Harden	N
Poison Sting	Po

♂ ARIADY L50/152HP

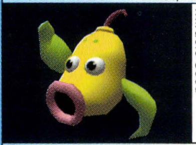


Berry Juice

B PO

Night Shade	Gh
Constrict	N
Psychic	Ps
Scary Face	N

♀ WEEPINY L50/150HP



Miracle Seed

GR PO

Razor Leaf	Gr
Slam	N
Stun Spore	Gr
Sweet Scent	N

BATTLE 2: SWIMMER♂ BRUCE

Rain Dance + Surf is the main theme of this team.

♂ SEAKMER L51/166HP

Scope Lens

W

Surf	W
Rain Dance	W
Agility	Ps
Swift	N

♀ AZUMARMER L50/181HP

Gold Berry

W

Surf	W
Double-Edge	N
Rain Dance	W
Iron Tail	S

♂ TURNMER L51/211HP

Mystic Water

W E

Confuse Ray	Gh
Rain Dance	W
Spark	E
Surf	W

♀ QWILMER L50/145HP

King's Rock

W PO

Surf	W
Sludge Bomb	Po
Rain Dance	W
Pin Missile	B

♂ DEWMER L51/176HP

Quick Claw

W I

Surf	W
Ice Beam	I
Rain Dance	W
Headbutt	N

♀ SEADMER L50/126HP

Focus Band

W

Surf	W
Ice Beam	I
Rain Dance	W
Double-Edge	N

BATTLE 3: HIKER CHESTER

Hiflora has the ability to combo Sunny Day with both Solarbeam and Synthesis.

♂ HISLASH L50/51/162HP

Hard Stone

GD

Rollout	R
Fury Cutter	B
Iron Tail	S
Earthquake	Gd

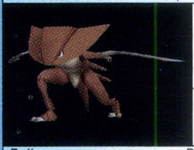
♂ HIFLORA L51/162HP

King's Rock

GR

Sunny Day	Fi
Synthesis	Gr
Solarbeam	Gr
Frustration	N

♂ HIBUTOPS L51/145HP



Przcureberry

R W

Rollout	R
Surf	W
Dig	Gd
Fury Cutter	Gr

♂ HIFREE L51/147HP

Bitter Berry

B FL

Safeguard	N
Stun Spore	Gr
Psybeam	Ps
Swift	N

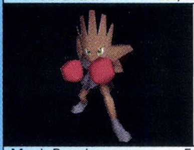
♂ HIVELER L51/142HP

Focus Band

R GD

Rollout	R
Selfdestruct	N
Earthquake	Gd
Fire Punch	Fi

♂ HICHAN L51/134HP



Quick Claw

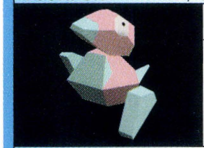
FT

Mach Punch	Ft
Fire Punch	Fi
Dynamicpunch	Ft
Thunderpunch	E

BATTLE 4: SUPER NERD CLIFFORD

All of the Pokémon in this team can use multiple moves that will increase their stats and cause your Pokémon Status Anomolies. Swagger is just the beginning.

YGONPOR L51/155HP



Berry Juice

N

Swagger	N
Tri Attack	N
Psych Up	N
Toxic	Po

♀ COPINE L52/142HP

Focus Band

B

Swagger	N
Double Team	N
Protect	N
Giga Drain	Gr

ECTRODEEL L51/150HP

King's Rock

E

Swagger	N
Screech	N
Thunder Wave	E
Explosion	N

♂ TARPUPI L52/260HP

Gold Berry

R GD

Swagger	N
Sandstorm	R
Screech	N
Headbutt	N

♀ TANKMIL L51/180

Przcureberry

N

Swagger	N
Stomp	N
Psych Up	N
Surf	W

♂ DREAVUSMIS L52/149HP

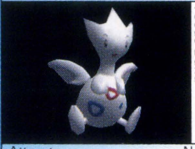
Quick Claw

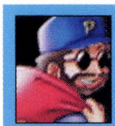
GH

Confuse Ray	Gh
Thunder	E
Screech	N
Pain Split	N

BATTLE 5: BEAUTY ALISSA

Alissa's Pokémon are all equipped with the move Attract.

	♂ Sudody	L51/158HP	R	Miracleberry	Attract N Ice Punch I Fire Punch Fi Thunderpunch E
	♀ Wiggydy	L50/223HP	N	Bitter Berry	Charm N Psychic Ps Thunder E Attract N
	♀ Delibidy	L54/137HP	I FL	Quick Claw	Aurora Beam I Fly Fl Present N Attract N
	♂ Geticdy	L51/141HP	N FL	Focus Band	Attract N Fire Blast Fi Shadow Ball Gh Steel Wing S
	♀ Geottody	L50/146HP	N FL	Gold Berry	Toxic Po Wing Attack Fl Attract N Quick Attack N
	♂ Marody	L54/156HP	GD	Soft Sand	Rage N Bone Rush Gd Skull Bash N Attract N



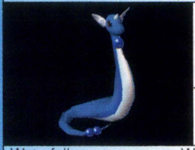
BATTLE 6: BURGLAR JENSEN

Iron Tail is the signature move of this team. Also, watch out for thieves!

	♀ Gliglar	L50/149HP	GD FL	No Item	Thief Dk Iron Tail S Faint Attack Dk Quick Attack N
	♀ Dunslar	L50/186HP	N	No Item	Thief Dk Iron Tail S Glare N Headbutt N
	♂ Quivlar	L50/145HP	FI	Quick Claw	Flame Wheel Fi Iron Tail S Mud-Slap Gd Headbutt N
	♀ Taleslar	L55/172HP	FI	Bitter Berry	Confuse Ray Gh Iron Tail S Safeguard N Dig Gd
	♀ Rapidlar	L50/149HP	FI	Bright Powder	Swift N Flame Wheel Fi Stomp N Iron Tail S
	♂ Lixlar	L55/176HP	S GD	Focus Band	Crunch Dk Iron Tail S Rock Throw R Mud-Slap Gd

SEMIFINAL BATTLE: BOARDER CLAUDE

This is another strong, semifinal team so use a well-balanced team of your own.

	♂ Airasel	L50/141HP	Dk I	Leftovers	Icy Wind I Reflect Ps Faint Attack Dk Shadow Ball Gh
	♀ Airkhan	L52/197HP	N	Gold Berry	Mega Punch N Body Slam N Mega Kick N Thunderpunch E
	♀ Airsey	L53/355HP	N	Focus Band	Icy Wind I Iron Tail S Seismic Toss Ft Strength N
	♂ Airgonair	L50/147HP	D	Przcureberry	Waterfall W Dragonbreath D Outrage D Icy Wind I
	♀ Airfable	L52/186HP	N	Mint Berry	Charm N Mega Kick N Mega Punch N Blizzard I
	♂ Airmime	L53/133HP	Ps	Berry Juice	Encore N Ice Punch I Reflect Ps Psybeam Ps

FINAL BATTLE: PSYCHIC MASON

Watch out for Smearnza's super-powerful attacks!

	♀ Broenza	L52/190HP	W Ps	Pink Bow	Psychic Ps Thunder Wave E Tri Attack N Surf W
	♂ Stantenza	L51/164HP	N	Bitter Berry	Hypnosis Ps Stomp N Psychic Ps Confuse Ray Gh
	♀ Apeenza	L52/157HP	FT	Przcureberry	Low Kick Ft Headbutt N Iron Tail S Cross Chop Ft
	♀ Sirenza	L51/185HP	W GD	Focus Band	Surf W Dig Gd Sludge Bomb Po Iron Tail S
	♂ Meganenza	L52/172HP	GR	Miracle Seed	Safeguard N Razor Leaf Gr Reflect Ps Ancientpower R
	♀ Smearnza	L52/146HP	N	Quick Claw	Spore Gr Sacred Fire Fi Super Fang N Aeroblast Fl

GREAT BALL DIVISION

BATTLE 1: POKéFAN CARMEN

Watch out for Tilleran's Lock-On + Octazooka combo and Qwifan and Floran's Sludge Bomb.

	♀ Floran	L51/164HP	GR	Focus Band	Return N Synthesis Gr Sludge Bomb Po Razor Leaf Gr
	♂ Tangelan	L51/154HP	GR	Miracle Seed	Sleep Powder Gr Growth N Headbutt N Mega Drain Gr
	♀ Shuckan	L51/108HP	B R	Berry Juice	Encore N Frustration N Bide N Dig Gd
	♂ Qwilfan	L52/157HP	W PO	Bitter Berry	Toxic Po Sludge Bomb Po Minimize N Hydro Pump W
	♂ Nocan	L52/192HP	N FL	Gold Berry	Reflect Ps Flash N Take Down N Fly Fl
	♀ Tilleran	L52/167HP	W	Berry	Octazooka W Mud-Slap Gd Lock-on N Swift N

BATTLE 2: YOUNGSTER WYATT

Look out for combo attacks with Scary Face, like Scary Face + Bite or Headbutt.

♀ GRANBINY L51/180HP

N
Blackglasses

Bite	Dk
Headbutt	N
Lick	Gh
Scary Face	N

♂ ARIADINY L50/157HP

B
PO
Black Belt

Sludge Bomb	Po
Night Shade	Gh
Solarbeam	Gr
Scary Face	N

♀ GLERINY L54/153HP

W
Focus Band

Crabhammer	W
Mud-Slap	Gd
Dig	Gd
Strength	N

DITINY L51/138HP

N
Quick Claw

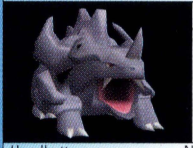
Transform	N

♂ FEAROINY L50/152HP

N
FL
Bitter Berry

Scary Face	N
Mirror Move	Fl
Steel Wing	S
Endure	N

♂ RHYHINY L54/180HP



GD
R
Bright Powder

Headbutt	N
Scary Face	N
Thunder	E
Reversal	Ft

BATTLE 3: FIREBREATHER CLIFF

Watch out for Hotlossom's Solarbeam attack in this Sunny Day-themed team.

♂ HOTGMAR L55/166HP

FI
Gold Berry

Sunny Day	Fi
Karate Chop	Ft
Flamethrower	Fi
Smokescreen	N

♂ HOTARGO L50/137HP

FI
R
Quick Claw

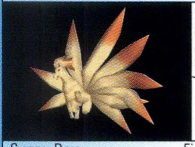
Sunny Day	Fi
Acid Armor	Po
Flamethrower	Fi
Earthquake	Gd

♂ HOTITUNG L50/177HP

N
Leftovers

Sunny Day	Fi
Shadow Ball	Gh
Fire Blast	Fi
Lick	Gh

♀ HOTETALES L55/175HP



FI
Bitter Berry

Sunny Day	Fi
Confuse Ray	Gh
Fire Blast	Fi
Dig	Gd

♂ HOTONTOP L50/127HP

FT
Berserk Gene

Sunny Day	Fi
Rolling Kick	Ft
Hidden Power	N
Mach Punch	Ft

♀ HOTLOSSOM L50/162HP

GR
Mint Berry

Sunny Day	Fi
Stun Spore	Gr
Solarbeam	Gr
Double-Edge	N

BATTLE 4: BIKER DILLON

This is a Toxic themed team, so be sure to Safeguard your team against Poison.

♀ ZING-WEE L52/159HP

PO
Gold Berry

Toxic	Po
Selfdestruct	N
Protect	N
Fire Blast	Fi

♂ ORY-SKARM L51/156HP

S
FL
Quick Claw

Toxic	Po
Pursuit	Dk
Protect	N
Hidden Power	N

♂ ING-NIDOK L52/175HP

PO
GD
Leftovers

Toxic	Po
Protect	N
Shadow Ball	Gh
Beat Up	Dk

♀ AROS-AMPH L51/181HP

E
Przcureberry

Toxic	Po
Protect	N
Thunderbolt	E
Strength	N

♂ TER-CLOYS L52/143HP

W
I
Bright Powder

Supersonic	N
Toxic	Po
Clamp	W
Protect	N

♀ ECT-PARAS L51/151HP

B
GR
Mint Berry

Spore	Gr
Sludge Bomb	Po
Screech	N
Dig	Gd

BATTLE 5: TEACHER MOLLY

Three of Molly's Pokémon are equipped with Baton Pass while the other three are powerhouses.

♀ MR. MIED L52/133HP

PS
Focus Band

Baton Pass	N
Double Team	N
Hypnosis	Ps
Psybeam	Ps

♂ FARIGED L50/159HP

N
PS
Quick Claw

Baton Pass	N
Double Team	N
Agility	Ps
Stomp	N

♀ VENOMED L53/167HP

B
PO
King's Rock

Baton Pass	N
Giga Drain	Gr
Stun Spore	Gr
Double Team	N

♂ LASHED L52/170HP

GD
Soft Sand

Dig	Gd
Dynamicpunch	Ft
Swift	N
Counter	Ft

♀ ANTLERED L50/162HP

N
Gold Berry

Confuse Ray	Gh
Earthquake	Gd
Stomp	N
Reflect	Ps

♂ ARGLED L53/152HP

N
Berry Juice

Thunderbolt	E
Megahorn	B
Blizzard	I
Hi Jump Kick	Ft

BATTLE 6: SAGE CHEN

Watch out for Mean Look combos such as Mean Look + Perish Song and Toxic.

♂ MISDRAGE L52/155HP

GH
Przcureberry

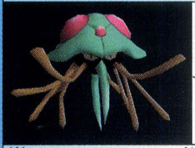
Mean Look	N
Protect	N
Perish Song	N
Headbutt	N

♀ OLBATAGE L52/171HP

PO
FL
Focus Band

Mean Look	N
Wing Attack	Fl
Confuse Ray	Gh
Thief	Dk

♂ CRUELAGE L52/176HP



W
PO
Bitter Berry

Wrap	N
Sludge Bomb	Po
Toxic	Po
Surf	W

♀ DEWGAGE L51/183HP

W
I
Gold Berry

Whirlpool	W
Ice Beam	I
Perish Song	N
Headbutt	N

♂ MUKAGE L51/198HP

PO
Quick Claw

Mean Look	N
Screech	N
Swagger	N
Sludge Bomb	Po

♂ UMBREAGE L51/188HP

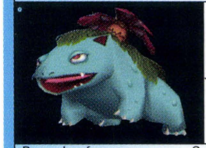
DK
Twisted Spoon

Mean Look	N
Detect	Ft
Toxic	Po
Psychic	Ps

SEMIFINAL BATTLE: POKéFAN BAXTER

A Magnet makes Netonal's Thunder a force to reckon with.

♂ VENUSAL L50/169HP

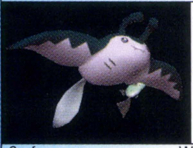


Bitter Berry

GR PO

Razor Leaf	Gr
Light Screen	Ps
Headbutt	N
Sweet Smell	N

♂ MANTAL L54/167HP

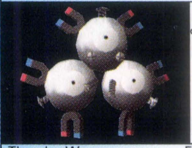


Quick Claw

W FL

Surf	W
Confuse Ray	Gh
Wing Attack	Fl
Headbutt	N

NETONAL L51/143HP

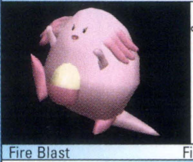


Magnet

E S

Thunder Wave	E
Swift	N
Thunder	E
Sonicboom	N

♀ CHANSAL L50/341HP

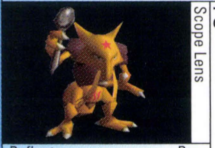


Bright Powder

N

Fire Blast	Fi
Icy Wind	I
Sing	N
Headbutt	N

♂ DABRAL L54/140HP

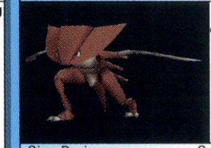


Scope Lens

Ps

Reflect	Ps
Headbutt	N
Fire Punch	Fi
Future Sight	Ps

♂ BUTOPSAL L51/153HP



King's Rock

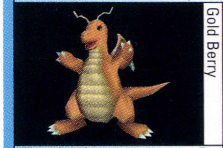
R W

Giga Drain	Gr
Dig	Gd
Surf	W
Ancientpower	R

FINAL BATTLE: POKéMANIAC PEDRO

Pedro's team is well balanced with strong attacks.

♂ GONITMANIA L55/199HP

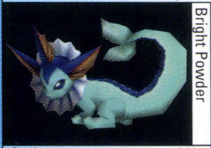


Gold Berry

D FL

Thunder Wave	E
Thunderpunch	E
Wing Attack	Fl
Return	N

♂ VAPORMANIA L50/221HP

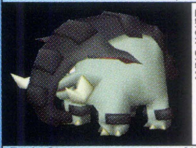


Bright Powder

W

Surf	W
Haze	I
Aurora Beam	I
Iron Tail	S

♂ PHANMANIA L50/181HP

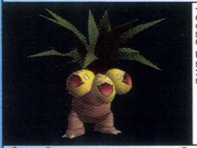


Quick Claw

GD

Body Slam	N
Hyper Beam	N
Mud-Slap	Gd
Earthquake	Gd

♀ GUTORMANIA L55/204HP

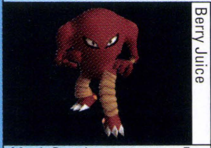


Focus Band

GR Ps

Stun Spore	Gr
Giga Drain	Gr
Sludge Bomb	Po
Psychic	Ps

♂ LEEMANIA L50/141HP

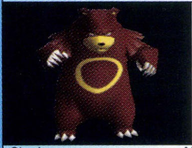


Berry Juice

FT

Mach Punch	Ft
Foresight	N
Hi Jump Kick	Ft
Toxic	Po

♀ ARINGMANIA L50/181HP



Leftovers

N

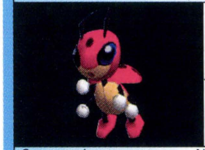
Slash	N
Fire Punch	Fi
Seismic Toss	Ft
Faint Attack	Dk

ULTRA BALL DIVISION

BATTLE 1: BUG CATCHER NELSON

More Bugs with the ability to hurt and heal with Giga Drain.

♀ DIANY L51/145HP

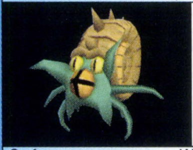


Bitter Berry

B FL

Supersonic	N
Reflect	Ps
Thunderpunch	E
Giga Drain	Gr

♂ OMASTY L53/166HP

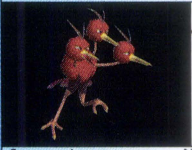


Quick Claw

R W

Surf	W
Mimic	N
Body Slam	N
Ancientpower	R

♀ DRIOY L51/150HP

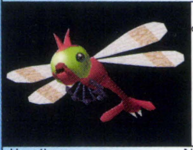


Magnet

N FL

Supersonic	N
Fly	Fl
Tri Attack	N
Pursuit	Dk

♂ ANMAY L53/155HP

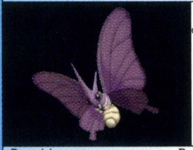


Bright Powder

B FL

Headbutt	N
Giga Drain	Gr
Detect	Ft
Reversal	Ft

♀ NOMOTHY L51/160HP

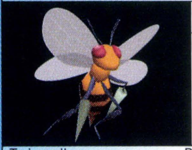


King's Rock

B PO

Psychic	Ps
Giga Drain	Gr
Gust	Fl
Sleep Powder	Gr

♂ DRILLY L51/150HP



Scope Lens

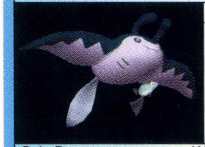
B PO

Twineedle	B
Sludge Bomb	Po
Giga Drain	Gr
Focus Energy	N

BATTLE 2: SWIMMER♂ BRUCE

Another Rain Dance team, but this time patterned with Thunder and Surf.

♀ MANTMER L53/161HP

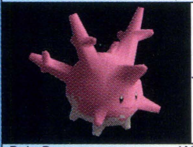


Mystic Water

W FL

Rain Dance	W
Take Down	N
Hydro Pump	W
Toxic	Po

♀ CORSMER L52/142HP

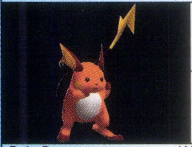


Bitter Berry

W R

Rain Dance	W
Earthquake	Gd
Surf	W
Psychic	Ps

♀ RAICHMER L50/147HP

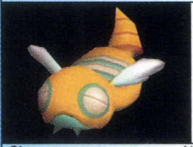


Gold Berry

E

Rain Dance	W
Thunder Wave	E
Thunder	E
Strength	N

♂ PARCEMER L53/192HP

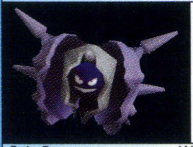


Focus Band

N

Glare	N
Psych Up	N
Swagger	N
Return	N

♀ CLOYMER L52/142HP

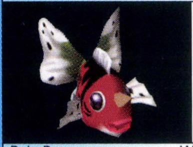


Pink Bow

W I

Rain Dance	W
Ice Beam	I
Surf	W
Explosion	N

♂ AKINGMER L50/162HP



Nevermeltice

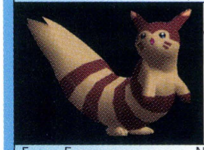
W

Rain Dance	W
Surf	W
Frustration	N
Flail	N

BATTLE 3: HIKER CHESTER

Watch out for the Rest + Sleep Talk combos!

♀ HIFURR L50/173HP

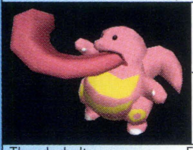


Magnet

N

Focus Energy	N
Headbutt	N
Thunderpunch	E
Rollout	R

♀ HIKITUNG L51/181HP

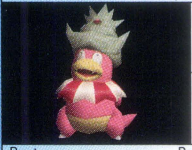


Gold Berry

N

Thunderbolt	E
Sleep Talk	N
Rest	Ps
Earthquake	Gd

♂ HISLOWK L54/191HP

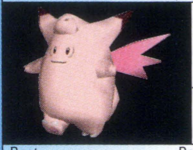


Mint Berry

W Ps

Rest	Ps
Double-Edge	N
Sleep Talk	N
Psychic	Ps

♂ HIFABLE L50/178HP

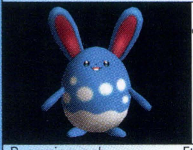


Miracleberry

N

Rest	Ps
Shadow Ball	Gh
Snore	N
Iron Tail	S

♂ HIAZUM L51/186HP

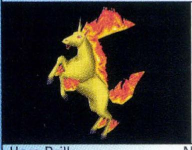


King's Rock

W

Dynamicpunch	Ft
Sleep Talk	N
Rest	Ps
Surf	W

♂ HIPIDASH L54/159HP



Focus Band

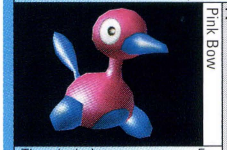
FI

Horn Drill	N
Iron Tail	S
Reflect	Ps
Body Slam	N

BATTLE 4: SUPER NERD CLIFFORD

Don't let Riodugt's Mud-Slap + Double Team combo trip you up!

2PORYGON L55/190HP

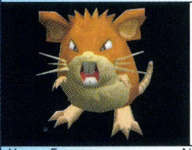


Pink Bow

N

Thunderbolt	E
Recover	N
Tri Attack	N
Thunder Wave	E

♀ CATERATI L50/139HP



Polkadot Bow

N

Hyper Fang	N
Toxic	Po
Iron Tail	S
Blizzard	I

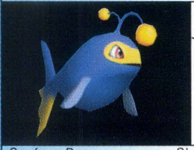
♀ ETRESSFORR L50/164HP

Scope Lens

B S

Toxic	Po
Giga Drain	Gr
Protect	N
Explosion	N

♂ TURNLAN L50/214HP

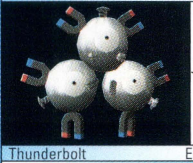


Berry Juice

W E

Confuse Ray	Gh
Surf	W
Thunderbolt	E
Take Down	N

NETONMAG L55/151HP

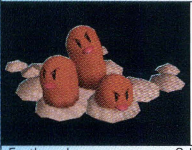


Gold Berry

E S

Thunderbolt	E
Take Down	N
Thunder Wave	E
Reflect	Ps

♂ RIODUGT L50/124HP



Focus Band

GD

Earthquake	Gd
Mud-Slap	Gd
Slash	N
Double Team	N

BATTLE 5: BEAUTY ALISSA

Alissa's Pokémon use Attract to befuddle your Pokémon and then follow up with harsh attacks!

♀ WIGGLDY L52/233HP

Pink Bow

N

Thunderpunch	E
Body Slam	N
Attract	N
Sweet Kiss	N

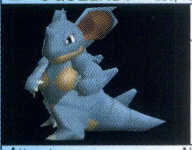
♂ REONDY L52/160HP

Miracleberry

FI

Double-Edge	N
Attract	N
Shadow Ball	Gh
Fire Blast	Fi

♀ OQUEENDY L53/186HP



Berry Juice

PO GD

Attract	N
Double Kick	Ft
Earthquake	Gd
Rock Slide	R

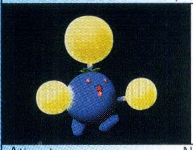
♀ LEPLUMEDY L52/171HP

Miracle Seed

GR PO

Attract	N
Swords Dance	N
Sludge Bomb	Po
Razor Leaf	Gr

♀ JUMPLUDY L51/168HP



Focus Band

GR FL

Attract	N
Headbutt	N
Giga Drain	Gr
Leech Seed	Gr

♂ LITOEDY L51/183HP

Quick Claw

W

Psychic	Ps
Surf	W
Attract	N
Detect	Ft

BATTLE 6: BURGLAR JENSEN

Many of the Pokémon in Jensen's team use Thief to deprive your Pokémon of their items.

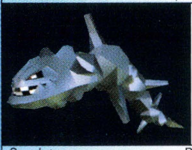
♀ PERLAR L51/158HP

No Item

N

Thief	Dk
Iron Tail	S
Body Slam	N
Hypnosis	Ps

♂ ELIXLAR L51/169HP



Polkadot Bow

S GD

Sandstorm	R
Rock Slide	R
Body Slam	N
Explosion	N

♂ KROWLAR L53/159HP

No Item

DK FL

Thief	Dk
Mirror Move	Fl
Shadow Ball	Gh
Night Shade	Gh

♀ PINLAR L51/158HP

No Item

B

Thief	Dk
Frustration	N
Swords Dance	N
Submission	Ft

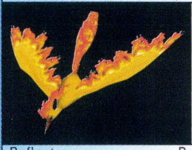
♂ RADOSLAR L51/189HP

Quick Claw

W FL

Bite	Dk
Hydro Pump	W
Fire Blast	Fi
Hyper Beam	N

TRESLAR L53/191HP



Focus Band

FI FL

Reflect	Ps
Sky Attack	Fl
Fire Blast	Fi
Detect	Ft

SEMIFINAL BATTLE: BOARDER CLAUDE

Claude is back with another strong team.

♂ AIREASEL L50/141HP

Bitter Berry

DK I

Swagger	N
Headbutt	N
Shadow Ball	Gh
Surf	W

AIRARTIC L52/188HP

Quick Claw

I FL

Icy Wind	I
Return	N
Ice Beam	I
Hidden Power	N

♀ AIRLISSEY L53/366HP

Leftovers

N

Thunderbolt	E
Icy Wind	I
Reflect	Ps
Seismic Toss	Ft

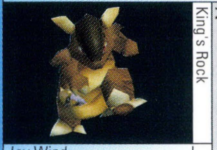
♂ AIRGOLD L50/166HP

Gold Berry

W

Hypnosis	Ps
Surf	W
Psychic	Ps
Cross Chop	Ft

♀ AIRASKHAN L52/203HP



King's Rock

N

Icy Wind	I
Earthquake	Gd
Shadow Ball	Gh
Reversal	Ft

AIRZAP L50/191HP

Bright Powder

E

Thunder Wave	E
Drill Peck	Fl
Thunderbolt	E
Steel Wing	S

FINAL BATTLE: PSYCHIC MASON

Mason's Pokémon are pretty hard to defeat. Keep an eye out for Pokémon with "same-type move" bonuses!

♀ XATENZA L51/161HP

Quick Claw

PS FL

Confuse Ray	Gh
Psych Up	N
Night Shade	Gh
Drill Peck	Fl

♂ ESPENZA L54/170HP

Miracleberry

PS

Psychic	Ps
Body Slam	N
Reflect	Ps
Morning Sun	N

♂ JOLTENZA L50/158HP

Light Ball

E

Thunder Wave	E
Bite	Dk
Thunderbolt	E
Pin Missile	B

♂ BLASTENZA L51/175HP

Gold Berry

W

Earthquake	Gd
Ice Beam	I
Mirror Coat	Ps
Haze	I

♂ HERACRENZA L54/185HP

Focus Band

B FT

Earthquake	Gd
Reversal	Ft
Megahorn	B
Hidden Power	N

♀ PRIMENZA L50/158HP

King's Rock

FT

Cross Chop	Ft
Thunderbolt	E
Seismic Toss	Ft
Rock Slide	R

MASTER BALL DIVISION

BATTLE 1: POKéFAN CARMEN

Metronome and Encore are moves you'll see often in this battle.

♀ SWINEAN L50/189HP

Gold Berry — I / GD

Move	Type
Earthquake	Gd
Ice Beam	I
Icy Wind	I
Hidden Power	N

♀ HYPNAN L55/190HP

King's Rock — Ps

Move	Type
Metronome	N
Future Sight	Ps
Hypnosis	Ps
Fire Punch	Fi

♂ DEWAN L50/174HP

Focus Band — I / W

Move	Type
Safeguard	N
Icy Wind	I
Encore	N
Headbutt	N

♀ REEBELAN L50/169HP

Miracle Seed — GR / PO

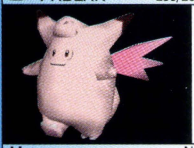
Move	Type
Sleep Powder	Gr
Encore	N
Razor Leaf	Gr
Frustration	N

♂ GOLAN L50/164HP

Berry Juice — R / GD

Move	Type
Metronome	N
Explosion	N
Rock Throw	R
Body Slam	N

♀ FABLAN L55/201HP



Quick Claw — N

Move	Type
Metronome	N
Moonlight	N
Encore	N
Return	N

BATTLE 2: YOUNGSTER WYATT

Wyatt uses Scary Face to slow your Pokémon down.

♀ ANBULLINY L52/186HP

Blackglasses — N

Move	Type
Crunch	Dk
Shadow Ball	Gh
Thunderpunch	E
Scary Face	N

♀ IADOSINY L52/165HP

Quick Claw — B / PO

Move	Type
Night Shade	Gh
Giga Drain	Gr
Psychic	Ps
Scary Face	N

♂ ALIGATINY L51/177HP

Pink Bow — W

Move	Type
Crunch	Dk
Dig	Gd
Slash	N
Scary Face	N

♂ AROWINY L52/155HP

Bitter Berry — N / FL

Move	Type
Tri Attack	N
Drill Peck	Fl
Mirror Move	Fl
Scary Face	N

♀ YDONINY L51/198HP

Gold Berry — GD / R

Move	Type
Rock Slide	R
Seismic Toss	Ft
Ice Beam	I
Scary Face	N

♂ TAURINY L52/170HP

Focus Band — N

Move	Type
Double-Edge	N
Earthquake	Gd
Thunderbolt	E
Scary Face	N

BATTLE 3: FIREBREATHER CLIFF

Watch out for Hotzard's Belly Drum + Hyper Beam combo!

♂ HOTZARD L53/178HP

King's Rock — FI / FL

Move	Type
Belly Drum	N
Iron Tail	S
Hyper Beam	N
Fire Blast	Fi

♂ HOTLOSION L53/178HP

Silverpowder — FI

Move	Type
Sunny Day	Fi
Reversal	Ft
Flamethrower	Fi
Dig	Gd

♀ HOTSLOW L51/189HP

Leftovers — W / Ps

Move	Type
Fire Blast	Fi
Surf	W
Psychic	Ps
Shadow Ball	Gh

♀ HOTLISSEY L51/352HP

Quick Claw — N

Move	Type
Sunny Day	Fi
Thunderbolt	E
Fire Blast	Fi
Solarbeam	Gr

♀ HOTOQUEEN L51/184HP

Gold Berry — PO / GD

Move	Type
Earthquake	Gd
Dynamicpunch	Ft
Fire Blast	Fi
Blizzard	I

♂ HOTUTOR L51/189HP

Focus Band — GR / Ps

Move	Type
Sunny Day	Fi
Synthesis	Gr
Solarbeam	Gr
Headbutt	N

BATTLE 4: BIKER DILLON

Biker Dillon, once again, relies on Toxic to poison your Pokémon.

♂ ANK-MILT L50/187HP

King's Rock — N

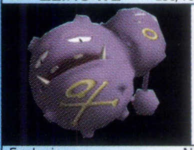
Move	Type
Earthquake	Gd
Body Slam	N
Toxic	Po
Shadow Ball	Gh

♂ REON-VAPO L55/242HP

Leftovers — W

Move	Type
Bite	Dk
Toxic	Po
Surf	W
Haze	I

♀ EZING-WE L50/157HP



Pink Bow — PO

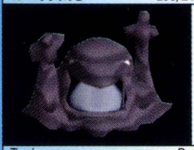
Move	Type
Explosion	N
Fire Blast	Fi
Sludge Bomb	Po
Haze	I

♂ MORY-SKAR L50/157HP

Metal Coat — S / FL

Move	Type
Toxic	Po
Steel Wing	S
Drill Peck	Fl
Agility	Ps

♂ K-MU L55/215HP



Poison Barb — PO

Move	Type
Toxic	Po
Giga Drain	Gr
Sludge Bomb	Po
Protect	N

♂ AROS-AMPH L50/182HP

Focus Band — E

Move	Type
Toxic	Po
Reflect	Ps
Thunderbolt	E
Body Slam	N

BATTLE 5: TEACHER MOLLY

Once again, watch out for the "Baton Pass to a strong Pokémon" strategy.

♀ MR. MED L51/135HP

Gold Berry — Ps

Move	Type
Hypnosis	Ps
Double Team	N
Psychic	Ps
Baton Pass	N

♂ SCIED L50/163HP

Quick Claw — B / S

Move	Type
Agility	Ps
Swords Dance	N
Steel Wing	S
Baton Pass	N

♂ ARCANED L54/197HP

Pink Bow — FI

Move	Type
Extremespeed	N
Dig	Gd
Fire Blast	Fi
Crunch	Dk

♂ GIRAFED L51/166HP

Miracleberry — N / Ps

Move	Type
Agility	Ps
Earthquake	Gd
Double Team	N
Baton Pass	N

♂ TICATED L50/142HP

King's Rock — N

Move	Type
Hyper Fang	N
Shadow Ball	Gh
Super Fang	N
Icy Wind	I

♂ QUAGED L54/197HP

Focus Band — W / GD

Move	Type
Swagger	N
Surf	W
Return	N
Ice Beam	I

BATTLE 6: SAGE CHEN

Enteage is very tough to defeat, especially when combined with Mean Look-using Pokémon.

♀ CROBAGE L50/178HP

King's Rock — Po, Fl

Confuse Ray	Gh
Bite	Dk
Mean Look	N
Toxic	Po

♂ UMBRAGE L52/195HP

Gold Berry — Dk

Confuse Ray	Gh
Faint Attack	Dk
Mean Look	N
Psychic	Ps

ENTEAGE L53/220HP

Miracleberry — Fi

Stomp	N
Fire Blast	Fi
Solarbeam	Gr
Hyper Beam	N

♀ JYAGE L50/158HP

Quick Claw — I, Ps

Mean Look	N
Blizzard	I
Perish Song	N
Protect	N

♂ DREAGE L52/154HP

Focus Band — Gh

Confuse Ray	Gh
Psybeam	Ps
Perish Song	N
Mean Look	N

♀ LAPRAGE L53/236HP

Leftovers — W, I

Thunderbolt	E
Whirlpool	W
Psychic	Ps
Perish Song	N

SEMIFINAL BATTLE: POKéFAN BAXTER

Thick Club really boosts Marowal's Earthquake attack!

♀ RAPIDAL L53/166HP

Leftovers — Fi

Stomp	N
Fire Blast	Fi
Body Slam	N
Horn Drill	N

CUNEAL L51/198HP

Pink Bow — W

Surf	W
Dig	Gd
Icy Wind	I
Return	N

♂ ALAKAZAL L52/155HP

Polkadot Bow — Ps

Thunderpunch	E
Psychic	Ps
Fire Punch	Fi
Reflect	Ps

♂ AEROAL L52/181HP

Bright Powder — R, Fl

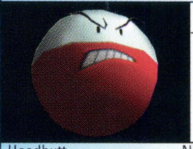
Headbutt	N
Mimic	N
Bite	Dk
Earthquake	Gd

♀ MAROWAL L52/160HP

Thick Club — Gd

Earthquake	Gd
Rock Slide	R
Flamethrower	Fi
Iron Tail	S

ECTRODAL L51/157HP



Scope Lens — E

Headbutt	N
Explosion	N
Thunder Wave	E
Thunderbolt	E

FINAL BATTLE: POKéMANIAC PEDRO

Pedro's Snorlax is probably the biggest threat with his Belly Drum + Rest + Snore combo!

♀ GENMANIA L50/155HP

Quick Claw — Gh, Po

Confuse Ray	Gh
Submission	Ft
Night Shade	Gh
Destiny Bond	Gh

MIEMANIA L50/155HP

Focus Band — W, Ps

Confuse Ray	Gh
Thunderbolt	E
Surf	W
Psychic	Ps

♂ SNORMANIA L55/280HP

Leftovers — N

Rest	Ps
Belly Drum	N
Snore	N
Earthquake	Gd

♂ BUZZMANIA L50/160HP

Miracleberry — E

Thunderbolt	E
Cross Chop	Ft
Psychic	Ps
Fire Punch	Fi

♂ CHAMANIA L50/185HP

Black Belt — Ft

Cross Chop	Ft
Seismic Toss	Ft
Earthquake	Gd
Rock Slide	R

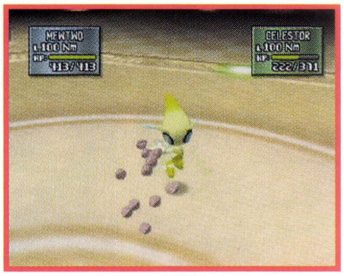
♂ MOLTMANIA L55/198HP

King's Rock — D, Fl

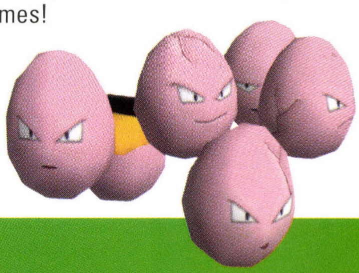
Extremespeed	N
Thunderbolt	E
Flamethrower	Fi
Ice Beam	I

PRIME CUP

MEWTWO
L100 N
HP 218/413
MOLTASH
L100 N
HP 301/353
A critical hit!
It's super-effective!



Surprisingly enough, the Prime Cup doesn't suffer from the same dramatic leap in difficulty as the previous two Cups. Perhaps this is because it was already pretty difficult in the first round. However, don't let this keep you from reading the tables below for potential combos and other attack themes!



BATTLE 1: LASS TERRY

Prepare to be attracted to Terry's Pokémon. Also watch out for Item + Attack combo's like Luffette's King's Rock + Headbutt.

♂ BELLETTE L100/320HP

Bitter Berry — Gr

Petal Dance	Gr
Attract	N
Return	N
Mimic	N

♀ SEYETTE L100/680HP

Quick Claw — N

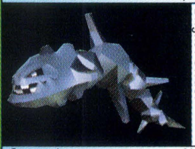
Thunder Wave	E
Attract	N
Reflect	Ps
Psychic	Ps

♂ DONETTE L100/340HP

Magnet — Gd

Attract	N
Hidden Power	N
Earthquake	Gd
Take Down	N

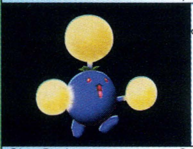
♂ LIXETTE L100/320HP



Bright Powder — S, Gd

Strength	N
Attract	N
Dig	Gd
Crunch	Dk

♀ LUFFETTE L100/320HP



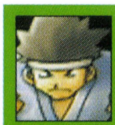
King's Rock — Gr, Fl

Giga Drain	Gr
Attract	N
Headbutt	N
Stun Spore	Gr

♀ TANKETTE L100/350HP

Scope Lens — N

Strength	N
Attract	N
Seismic Toss	Ft
Heal Bell	N



BATTLE 2: BLACKBELT YANG

Cross' Endure + Reversal combo and Wrath's Mind Reader + Fissure combo can really turn the tide to Yang's favor.

♀ BUFF L100/550HP

Blackglasses
Ps

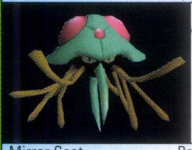
Counter	Ft
Destiny Bond	Gh
Mirror Coat	Ps
Safeguard	N

♂ BLAST L100/328HP

Leftovers
W

Counter	Ft
Earthquake	Gd
Strength	N
Iron Tail	S

♂ CRUEL L100/320HP



Bright Powder
W
PO

Mirror Coat	Ps
Sludge Bomb	Po
Hydro Pump	W
Barrier	Ps

♀ PRIME L100/300HP

Bitter Berry
FT

Cross Chop	Ft
Thunder	E
Counter	Ft
Screech	N

♂ CROSS L100/330HP

Focus Band
B
FT

Megahorn	B
Headbutt	N
Reversal	Ft
Endure	N

♂ WRATH L100/340HP

Quick Claw
W
FT

Submission	Ft
Fissure	Gd
Mind Reader	N
Surf	W

BATTLE 3: BIRD KEEPER ADAM

Don't underestimate the power of Hyper Beam. Three of Adam's Pokémon know this attack, so the odds are high that you'll have to defend against it.

♂ NITEASH L100/355HP

Miracleberry
D
FL

Thunderbolt	E
Extremespeed	N
Ice Beam	I
Hyper Beam	N

♂ XASH L100/293HP

Focus Band
Ps
FL

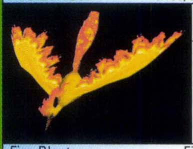
Psychic	Ps
Night Shade	Gh
Confuse Ray	Gh
Drill Peck	Fl

♂ DACTASH L100/323HP

Gold Berry
R
FL

Fire Blast	Fi
Earthquake	Gd
Iron Tail	S
Hyper Beam	N

MOLTASH L100/353HP



Sharp Beak
FI
FL

Fire Blast	Fi
Hyper Beam	N
Sky Attack	Fl
Steel Wing	S

ZAPDASH L100/343HP

Quick Claw
E
FL

Thunderbolt	E
Thunder Wave	E
Drill Peck	Fl
Mud-Slap	Gd

ARTASH L100/343HP

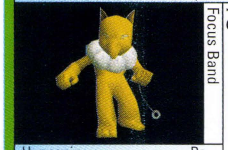
Leftovers
I
FL

Blizzard	I
Steel Wing	S
Reflect	Ps
Icy Wing	I

BATTLE 4: COOLTRAINER FLORIA

All but one of Floria's Pokémon have the ability to put your Pokémon to sleep!

♀ HYANCE L100/347HP



Focus Band
Ps

Hypnosis	Ps
Tri Attack	N
Psychic	Ps
Seismic Toss	Ft

♀ UTORANCE L100/373HP

Miracle Seed
GR
PS

Sleep Powder	Gr
Mega Drain	Gr
Psychic	Ps
Synthesis	Gr

♂ DASHANCE L100/309HP

Pink Bow
FI

Hypnosis	Ps
Body Slam	N
Fire Blast	Fi
Reflect	Ps

♂ TOEDANCE L100/359HP

Quick Claw
W

Hypnosis	Ps
Hydro Pump	W
Psychic	Ps
Earthquake	Gd

♂ MR. MANCE L100/259HP

Gold Berry
Ps

Hypnosis	Ps
Thunderbolt	E
Psychic	Ps
Fire Punch	Fi

♂ ESPANCE L100/309HP

Twisted Spoon
Ps

Psychic	Ps
Charm	N
Bite	Dk
Morning Sun	N

BATTLE 5: FISHERMAN CHASE

Chase's Pokémon are advanced users of Rain Dance!

♂ OMASISH L100/322HP

Bright Powder
R
W

Ice Beam	I
Ancientpower	R
Seismic Toss	Ft
Rain Dance	W

♂ ALIGISH L100/352HP

Focus Band
W

Rain Dance	W
Rock Slide	R
Hydro Pump	W
Crunch	Dk

♂ TURNISH L100/432HP

Scope Lens
W
E

Rain Dance	W
Hydro Pump	W
Thunder	E
Thunder Wave	E

♂ WEEZISH L100/312HP

Quick Claw
PO

Thunder	E
Destiny Bond	Gh
Explosion	N
Confuse Ray	Gh

♂ QUAGISH L100/372HP

Leftovers
W
GD

Rain Dance	W
Surf	W
Earthquake	Gd
Ice Beam	I

♀ BROISH L100/372HP

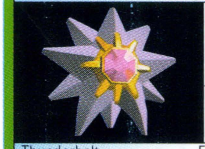
Mystic Water
W
PS

Thunder Wave	E
Body Slam	N
Surf	W
Rain Dance	W

BATTLE 6: SCIENTIST CRAIG

Confuse Ray is the theme of this battle. Be sure to Safeguard against it.

MIELAB L100/290HP



Miracleberry
W
PS

Thunderbolt	E
Ice Beam	I
Psychic	Ps
Confuse Ray	Gh

♂ BREONLAB L100/360HP

Bright Powder
DK

Confuse Ray	Gh
Bite	Dk
Body Slam	N
Psychic	Ps

♀ MISDRELAB L100/310HP

Gold Berry
GH

Confuse Ray	Gh
Mean Look	N
Psychic	Ps
Destiny Bond	Gh

♂ STANTLAB L100/320HP

Leftovers
N

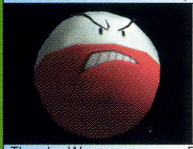
Confuse Ray	Gh
Frustration	N
Earthquake	Gd
Reflect	Ps

♂ CROBLAB L100/350HP

Focus Band
PO
FL

Confuse Ray	Gh
Mega Drain	Gr
Screech	N
Bite	Dk

TRODLAB L100/302HP



King's Rock
E

Thunder Wave	E
Swagger	N
Thunderbolt	E
Explosion	N

SEMIFINAL BATTLE: SKIER KATHY

Kathy's Ice themed Pokémon are all equipped with high powered attacks. This is the semifinal, you know!

SUICOW L100/389HP

W

Mystic Water

Icy Wind	I
Surf	W
Blizzard	I
Mirror Coat	Ps

♂ **NITAROW** L100/377HP

R / DK

Miracleberry

Crunch	Dk
Fire Blast	Fi
Ice Beam	I
Hyper Beam	N

♂ **SNOROW** L100/505HP

N

Leftovers

Psychic	Ps
Thunderbolt	E
Return	N
Earthquake	Gd

♀ **KINGDROW** L100/339HP

W / D

Focus Band

Dragonbreath	D
Icy Wind	I
Ice Beam	I
Surf	W

♂ **SCIZOW** L100/313HP

B / S

Gold Berry

Swords Dance	N
Steel Wing	S
Reversal	Ft
Agility	Ps

♂ **JOLTOW** L100/303HP

E

King's Rock

Thunderbolt	E
Bite	Dk
Thunder Wave	E
Reflect	Ps

FINAL BATTLE: COOLTRAINER MARTY

Perstor's King's Rock makes it's Bite move especially capable of causing your Pokémon to "flinch."

CELESTOR L100/371HP

Ps / GR

Miracleberry

Giga Drain	Gr
Psychic	Ps
Leech Seed	Gr
Hidden Power	N

♀ **PERSTOR** L100/318HP

N

King's Rock

Hypnosis	Ps
Thunderbolt	E
Body Slam	N
Bite	Dk

♂ **GARSTOR** L100/308HP

GH / PO

Przcureberry

Confuse Ray	Gh
Hypnosis	Ps
Night Shade	Gh
Destiny Bond	Gh

♂ **HAMPSTOR** L100/368HP

FT

Focus Band

Cross Chop	Ft
Earthquake	Gd
Hyper Beam	N
Foresight	N

♀ **RASTOR** L100/452HP

W / I

Leftovers

Confuse Ray	Gh
Thunderbolt	E
Body Slam	N
Rest	Ps

RAIKSTOR L100/368HP

E

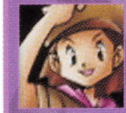
Quick Claw

Thunderbolt	E
Reflect	Ps
Dig	Gd
Crunch	Dk

CHALLENGE CUP

The Challenge Cup is another tournament that doesn't seem to change much between Rounds 1 and 2. The R-2 Challenge Cup can be just as frustrating and difficult as the first, with no real change in the Trainers' preferences and strategies. Prepare for another tough fight to the finish!

POKé BALL DIVISION

	TRAINER NAME	TYPES OF POKÉMON ON TEAM
	Camper Marcus	Fire- and Ground-type Pokémon
	Rocket Executive	Poison-type Pokémon and moves
	Picnicker Melissa	Flying-type Pokémon
	Guitarist Daren	Electric- and Grass-type Pokémon with Paralysis-inducing attacks
	Fisherman Curtis	Rain Dance, Water Pokémon
	Medium Peggy	Psychic-type Pokémon with Confuse Ray
	Rocket Executive	Normal-type Pokémon
	Juggler Dwight	Well-balanced team

GREAT BALL DIVISION

	TRAINER NAME	TYPES OF POKÉMON ON TEAM
	Twins Jan & Jane	Bug-type Pokémon
	Schoolboy Oliver	Ground- and Rock-type Pokémon
	Sailor Curt	Ice- and Water-type Pokémon
	Swimmer♀ Darcy	Normal-type Pokémon who use Attract
	Officer Gerald	Sunny Day + Fire Pokémon/moves and Solarbeam
	Kimono Girl Emiko	Well-balanced team
	Scientist Roberto	Ghost-, Dark-, and Psychic-type Pokémon
	Gentleman Travis	Well-balanced team

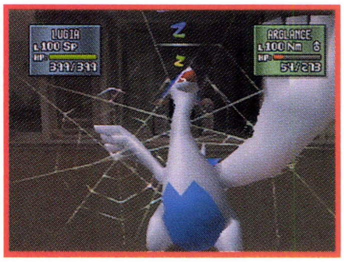
ULTRA BALL DIVISION

	TRAINER NAME	TYPES OF POKÉMON ON TEAM
	Camper Marcus	Fire- and Ground-type Pokémon
	Rocket Executive	Poison-type Pokémon and Toxic
	Picnicker Melissa	Flying-type Pokémon
	Guitarist Daren	Electric- and Grass-type Pokémon with Paralysis-inducing attacks
	Fisherman Curtis	Rain Dance, Water Pokémon
	Medium Peggy	Psychic- and Ghost-type Pokémon with Confuse Ray
	Rocket Executive	Normal-type Pokémon
	Juggler Dwight	Well-balanced team

MASTER BALL DIVISION

	TRAINER NAME	TYPES OF POKÉMON ON TEAM
	Twins Jan & Jane	Bug and Flying Pokémon
	Schoolboy Oliver	Ground- , Rock-, and Steel-type Pokémon
	Sailor Curt	Ice- and Water-type Pokémon
	Swimmer♀ Darcy	Pokémon who use Attract
	Officer Gerald	Sunny Day + Fire Pokémon/moves and Solarbeam
	Kimono Girl Emiko	Well-balanced team
	Scientist Roberto	Ghost-, Dark-, and Psychic-type Pokémon
	Gentleman Travis	Well-balanced team

GYM LEADER CASTLE



DBL CROSS
L100 Nm ♂
HP:
333/333
WOODACT2
L100 Nm ♀
HP:
132/323

LUGIA
L100 Nm
HP:
399/399
ARTICUNO
L100 PZ
HP:
124/362

The R-2 Gym Leader Castle is a powered-up version of the Castle in the first Round. As with the Stadium Cups, you can expect to see more powerful Pokémon and smarter uses of the different moves and combos. While the difficulty level of the Gym Leader Castle hasn't increased as dramatically as it did in the Stadium Cups, you can expect the Trainers here to use more diverse groups of Pokémon than in the first Round. This requires you to put together teams that are more balanced than before.

NOTE

THE LEVEL AND HIT POINT INFORMATION PROVIDED FOR THE TRAINER'S POKÉMON IS BASED ON YOUR USE OF EITHER RENTAL POKÉMON OR A TEAM THAT IS L50 OR LOWER.

JOHTO SIDE

As in Round One, this is the larger of the two Castles, requiring you to defeat one to four trainers in each Gym. At the halfway point, after Olivine Gym, you must defeat four Team Rocket members before you can continue toward the top of the Castle and the Elite Four.

BIRD KEEPER MATT

All of Matt's Pokémon have Mirror Move, which allows them to counter attack with the attack you just used.

VIOLET GYM

♂ OTTOASH L50/147HP

Sharp Beak

N

FL

Mirror Move	Fl
Quick Attack	N
Gust	Fl
Steel Wing	S

♂ GETICASH L50/147HP

Przcureberry

N

FL

Mirror Move	Fl
Fire Blast	Fi
Psychic	Ps
Zap Cannon	E

♀ FEARASH L50/157HP

Mint Berry

N

FL

Mirror Move	Fl
Tri Attack	N
Drill Peck	Fl
Quick Attack	N

♂ FARFASH L50/136HP

Stick

N

FL

Mirror Move	Fl
Slash	N
Fly	Fl
Flail	N

♀ OWLASH L50/192HP

Metal Coat

N

FL

Mirror Move	Fl
Steel Wing	S
Take Down	N
Confusion	Ps

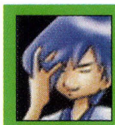
♀ KROWASH L50/152HP

Blackglasses

DK

FL

Mirror Move	Fl
Faint Attack	Dk
Drill Peck	Fl
Quick Attack	N



GYM LEADER FALKNER

Falkner's Pokémon all use Mud-Slap to destroy your Pokémon's accuracy.

♂ PIDGEOT L50/179HP

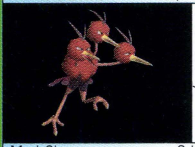
Przcureberry

N

FL

Mud-Slap	Gd
Steel Wing	S
Double-Edge	N
Sky Attack	Fl

♂ DODRIO L50/148HP



Miracleberry

N

FL

Mud-Slap	Gd
Drill Peck	Fl
Tri Attack	N
Sky Attack	Fl

♀ GLIGAR L50/153HP

Focus Band

GD

FL

Mud-Slap	Gd
Sludge Bomb	Po
Metal Claw	S
Quick Attack	N

♂ CHARIZARD L50/166HP

Scope Lens

FI

FL

Mud-Slap	Gd
Fly	Fl
Flamethrower	Fi
Earthquake	Gd

♀ SKARMORY L50/153HP

Quick Claw

S

FL

Mud-Slap	Gd
Drill Peck	Fl
Steel Wing	S
Sky Attack	Fl

ZAPDOS L50/178HP

Bright Powder

E

FL

Mud-Slap	Gd
Drill Peck	Fl
Thunderbolt	E
Sky Attack	Fl

BUG CATCHER CHAZ

Watch out for the cumulative effect of Floray's Poison Barb and the move Sludge Bomb. Soft Sand will make Shrewy's Earthquake more dangerous.

AZALEA GYM

♀ DRILLY L50/157HP

Bitter Berry

B

PO

Twineedle	B
Sludge Bomb	Po
Double-Edge	N
Agility	Ps

♂ FLORAY L50/159HP

Poison Barb

GR

Razor Leaf	Gr
Giga Drain	Gr
Sludge Bomb	Po
Growth	N

♀ FREEY L50/152HP

Przcureberry

B

FL

Psybeam	Ps
Giga Drain	Gr
Gust	Fl
Whirlwind	N

♂ SHREWY L50/134HP

Soft Sand

GD

Earthquake	Gd
Iron Tail	S
Slash	N
Counter	Ft

♂ YANMAY L50/149HP

King's Rock

B

FL

Wing Attack	Fl
Reversal	Ft
Swift	N
Foresight	N

♀ SPARCEY L50/192HP

Mint Berry

N

Dig	Gd
Thunderbolt	E
Flamethrower	Fi
Glare	N

TWINS MIN & LYN

Held Items make Eeveev, Ponypony, and Snubsnub's attack stronger and more effective.

♂ LEDILEDI L50/139HP

Przcureberry

B

FL

Sweet Scent	N
Giga Drain	Gr
Rollout	R
Light Screen	Ps

♂ EEVEEV L50/147HP

Spell Tag

N

Charm	N
Double-Edge	N
Shadow Ball	Gh
Flail	N

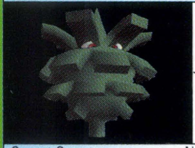
♂ PONYPONY L50/134HP

Metal Coat

FI

Charm	N
Take Down	N
Fire Blast	Fi
Iron Tail	S

♂ PINEPINE L50/134HP



Mint Berry

B

Sweet Scent	N
Giga Drain	Gr
Rollout	R
Reflect	Ps

♀ SNUBSNUB L50/152HP

Polkadot Bow

N

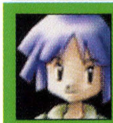
Charm	N
Headbutt	N
Crunch	Dk
Lick	Gh

♀ RINARINA L50/162HP

Bitter Berry

PO

Charm	N
Double Kick	Ft
Super Fang	N
Disable	N



GYM LEADER BUGSY

The combination of Focus Band and Reversal makes Heracross a tough competitor.

♂ SCYTHER L50/160HP

King's Rock

B

FL

Wing Attack	Fl
Reversal	Ft
Steel Wing	S
Hyper Beam	N

♂ HERACROSS L50/176HP

Focus Band

B

FT

Megahorn	B
Take Down	N
Reversal	Ft
Earthquake	Gd

♂ PINSIR L50/161HP

Scope Lens

B

Fury Cutter	B
Body Slam	N
Submission	Ft
Seismic Toss	Ft

♀ QUAGSIRE L50/183HP

Bright Powder

W

GD

Surf	W
Ancientpower	R
Earthquake	Gd
Haze	I

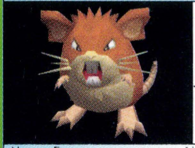
♀ SUDOWOODO L50/158HP

Quick Claw

R

Rock Slide	R
Double Kick	Ft
Earthquake	Gd
Strength	N

♀ RATICATE L50/143HP



Miracleberry

N

Hyper Fang	N
Reversal	Ft
Super Fang	N
Roar	N

GOLDENROD GYM

LASS LOIS

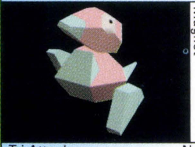
Lois's Poryette holds a Magnet, increasing the power of its Thunderbolt attack.

♂ FURRETTE L50/169HP

Mint Berry · N

Slam	N
Dig	Gd
Reversal	Ft
Quick Attack	N

PORYETTE L50/149HP



Magnet · N

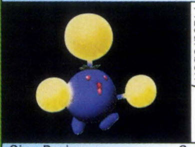
Tri Attack	N
Psychic	Ps
Conversion	N
Thunderbolt	E

♂ TRIOETTE L50/119HP

Bitter Berry · GD

Magnitude	Gd
Rock Slide	R
Tri Attack	N
Mud-Slap	Gd

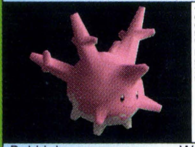
♀ PLUFFETTE L50/167HP



Przcureberry · GR · FL

Giga Drain	Gr
Confusion	Ps
Headbutt	N
Solarbeam	Gr

♀ CORETTE L50/147HP



Focus Band · W · R

Bubblebeam	W
Psychic	Ps
Rock Slide	R
Mirror Coat	Ps

♀ POMETTE L50/147HP

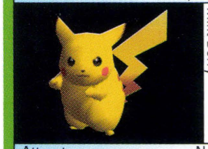
Miracle Seed · N

Swift	N
Shadow Ball	Gh
Iron Tail	S
Counter	Ft

BEAUTY RITA

Rita's Pokémon will try to Attract your Pokémon and then use Double Team to ruin their chances of hitting them.

♂ PIKADY L50/127HP



Mint Berry · E

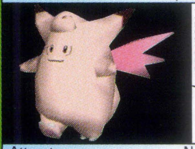
Attract	N
Quick Attack	N
Present	N
Double Team	N

♂ TOGEDY L50/139HP

Burnt Berry · N · FL

Attract	N
Encore	N
Present	N
Double Team	N

♀ ABLEDY L50/187HP



Przcureberry · N

Attract	N
Shadow Ball	Gh
Present	N
Minimize	N

♀ TUFFDY L50/232HP

Bitter Berry · N

Attract	N
Shadow Ball	Gh
Present	N
Double Team	N

♂ AZUMDY L50/192HP

Psncureberry · W

Attract	N
Whirlpool	W
Present	N
Double Team	N

♂ DELIDY L50/137HP

Berry Juice · I · FL

Attract	N
Curse	?
Present	N
Double Team	N

GYM LEADER WHITNEY

Watch out for Item + move combinations and Mr. Mime's ability to Baton Pass.

♀ MILTANK L50/191HP

King's Rock · N

Stomp	N
Reversal	Ft
Earthquake	Gd
Milk Drink	N

♂ GOLDUCK L50/168HP

Bright Powder · W

Surf	W
Ice Beam	I
Psychic	Ps
Cross Chop	Ft

♂ PERSIAN L50/153HP

Scope Lens · N

Slash	N
Thunderbolt	E
Shadow Ball	Gh
Roar	N

♀ DONPHAN L50/178HP

Quick Claw · GD

Earthquake	Gd
Double-Edge	N
Ancientpower	R
Flail	N

♀ MR. MIME L50/128HP

Miracleberry · PS

Psychic	Ps
Meditate	Ps
Double Team	N
Baton Pass	N

♂ TAUROS L50/163HP

Focus Band · N

Stomp	N
Iron Tail	S
Earthquake	Gd
Scary Face	N

ECRUTEAK GYM

MEDIUM HOLLY

Spell Tag makes Gastium's Ghost attacks more effective.

♀ GASTIUM L50/118HP

Spell Tag · GH · PO

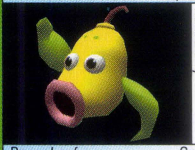
Psychic	Ps
Giga Drain	Gr
Night Shade	Gh
Spite	Gh

♂ NOCTIUM L50/188HP

Przcureberry · N · FL

Take Down	N
Faint Attack	Dk
Wing Attack	Fl
Foresight	N

♀ WEEPINIUM L50/153HP



Mint Berry · GR · PO

Razor Leaf	Gr
Slam	N
Encore	N
Sludge Bomb	Po

♀ QWILIUM L50/153HP

Bitter Berry · W · PO

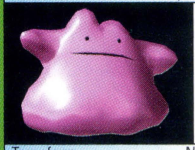
Surf	W
Ice Beam	I
Sludge Bomb	Po
Flail	N

♂ KINGIUM L50/168HP

Gold Berry · W

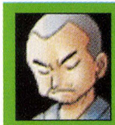
Waterfall	W
Psybeam	Ps
Horn Attack	N
Haze	I

DITTIUM L50/146HP



Metal Powder · N

Transform	N



SAGE TY

Ty's Pokémon use moves like Mean Look to prevent your Pokémon from ever leaving battle.

♀ HAUNTAGE L50/138HP

Przcureberry · GH · PO

Double Team	N
Curse	?
Mean Look	N
Shadow Ball	Gh

♂ GRIMAGE L50/165HP

Mint Berry · PO

Mud-Slap	Gd
Zap Cannon	E
Mean Look	N
Ice Punch	I

♀ JYNXAGE L50/158HP

Ice Berry · I · PS

Mud-Slap	Gd
Dynamicpunch	Ft
Mean Look	N
Shadow Ball	Gh

♂ GOLAGE L50/160HP

Bitter Berry · PO · FL

Double Team	N
Steel Wing	S
Mean Look	N
Faint Attack	Dk

♂ MUKAGE L50/190HP

Burnt Berry · PO

Mud-Slap	Gd
Zap Cannon	E
Mean Look	N
Ice Punch	I

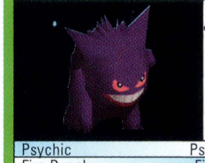
♀ MURKAGE L50/153HP

Psncureberry · DK · FL

Mud-Slap	Gd
Night Shade	Gh
Mean Look	N
Drill Peck	Fl

GYM LEADER MORTY

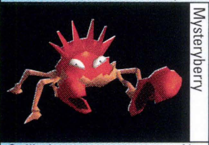
Watch out for Morty's Pokémon to use moves like Confuse Ray to hinder your team's assault.

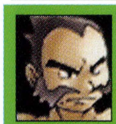
♂	GENGAR	L50/146HP		King's Rock	GH PO	Psychic	Ps	Fire Punch	Fi	Thunderbolt	E	Confuse Ray	Gh
♀	MANTINE	L50/153HP		Bright Powder	W FL	Surf	W	Ice Beam	I	Wing Attack	Fl	Confuse Ray	Gh
♀	GRANBULL	L50/178HP		Scope Lens	N	Take Down	N	Shadow Ball	Gh	Sludge Bomb	Po	Lick	Po
♀	LAPRAS	L50/218HP		Miracleberry	W I	Surf	W	Thunderbolt	E	Ice Beam	I	Body Slam	N
♀	MISDREAVUS	L50/148HP		Focus Band	GH	Shadow Ball	Gh	Psychic	Ps	Thunderbolt	E	Confuse Ray	Gh
♂	EXEGGUTOR	L50/183HP		Quick Claw	GR PO	Psychic	Ps	Double-Edge	N	Giga Drain	Gr	Stun Spore	Gr

BLACKBELT NICK

Nick's team uses Rest and Sleep Talk to recover HP while still attacking every round.

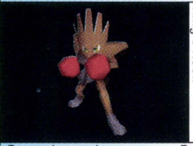
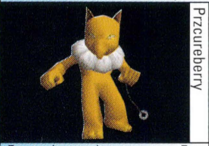
CIANWOOD GYM

♂	CHOKE	L50/170HP		Mint Berry	FT	Fissure	Gd	Rest	Ps	Rock Slide	R	Sleep Talk	N
♂	GRAVEL	L50/145HP		Hard Stone	R GD	Fissure	Gd	Rest	Ps	Rock Slide	R	Sleep Talk	N
♀	GLER	L50/153HP		Mysteryberry	W	Guillotine	N	Rest	Ps	Crabhammer	W	Sleep Talk	N
♂	BOK	L50/150HP		Przcureberry	PO	Fissure	Gd	Rest	Ps	Rock Slide	R	Sleep Talk	N
♀	GONAIR	L50/159HP		Dragon Claw	D	Horn Drill	N	Rest	Ps	Dragonbreath	D	Sleep Talk	N
♀	SIR	L50/163HP		Bitter Berry	B	Guillotine	N	Rest	Ps	Fury Cutter	B	Sleep Talk	N



GYM LEADER CHUCK

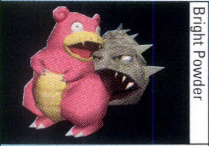
All of Chuck's Pokémon have Dynamicpunch in common. This attack has causes confusion whenever it hits.

♂	POLIWRATH	L50/177HP		Mint Berry	W FT	Dynamicpunch	Ft	Rest	Ps	Belly Drum	N	Sleep Talk	N
♂	SANDSLASH	L50/171HP		Scope Lens	GD	Dynamicpunch	Ft	Rock Slide	R	Earthquake	Gd	Metal Claw	S
♂	URSARING	L50/186HP		Quick Claw	N	Dynamicpunch	Ft	Earthquake	Gd	Slash	N	Crunch	Dk
♂	AMPHAROS	L50/186HP		Bright Powder	E	Dynamicpunch	Ft	Fire Punch	Fi	Thunderbolt	E	Light Screen	Ps
♂	HITMONCHAN	L50/146HP		King's Rock	FT	Dynamicpunch	Ft	Mach Punch	Ft	Mega Punch	N	Pursuit	Dk
♂	HYPNO	L50/181HP		Przcureberry	PS	Dynamicpunch	Ft	Shadow Ball	Gh	Psychic	Ps	Light Screen	Ps

GYM LEADER JASMINE

This is a strong team. Scizor's Focus Band + Reversal combo is but one attack you'll have to watch out for.

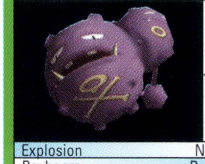
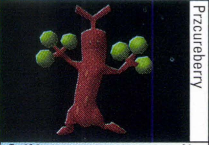
OLIVINE GYM

♂	STEELIX	L50/162HP		Quick Claw	S GD	Iron Tail	S	Rock Slide	R	Earthquake	Gd	Return	N
♀	STANTLER	L50/171HP		Przcureberry	N	Psychic	Ps	Light Screen	Ps	Earthquake	Gd	Roar	N
♂	BLASTOISE	L50/169HP		Miracleberry	W	Surf	W	Ice Beam	I	Earthquake	Gd	Mirror Coat	Ps
♀	SLOWBRO	L50/193HP		Bright Powder	W PS	Surf	W	Earthquake	Gd	Psychic	Ps	Ice Beam	I
♂	RAPIDASH	L50/155HP		King's Rock	FI	Flamethrower	Fi	Stomp	N	Double Kick	Ft	Iron Tail	S
♀	SCIZOR	L50/168HP		Focus Band	B S	Metal Claw	S	Wing Attack	Fl	Reversal	Ft	Slash	N

ROCKET GRUNT

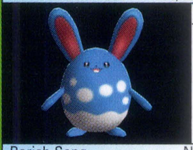
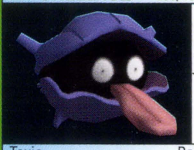
Once again, this Grunt uses an all Explosion team of Pokémon.

TEAM ROCKET INTERLUDE

♂	WEEZACT2	L50/153HP		Bitter Berry	PO	Explosion	N	Psybeam	Ps	Sludge Bomb	Po	Screech	N
	TRODEACT2	L50/156HP		Mint Berry	E	Explosion	N	Mirror Coat	Ps	Thunderbolt	E	Screech	N
♂	CLOYSACT2	L50/138HP		Psncureberry	W I	Explosion	N	Surf	W	Ice Beam	I	Screech	N
♀	WOODACT2	L50/166HP		Przcureberry	R	Selfdestruct	N	Earthquake	Gd	Rock Slide	R	Faint Attack	Dk
♀	FORRETACT2	L50/171HP		Silverpowder	B S	Explosion	N	Giga Drain	Gr	Pin Missile	B	Double-Edge	N
♀	GOLACT2	L50/176HP		Focus Band	R GD	Explosion	N	Rock Slide	R	Magnitude	Gd	Strength	N

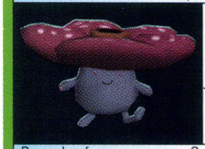
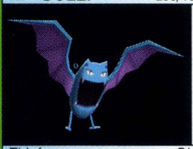
ROCKET GRUNT

Four of this Grunt's Pokémon use Toxic to poison your Pokémon. The other two use Perish Song, which can have much the same effect.

	♂ DOURNO2	L50/128HP	Charcoal	Dk Fi	Toxic	Po	Flamethrower	Fi	Fire Spin	Fi	Detect	Ft
	♂ SHUCKNO2	L50/103HP	Psncureberry	B R	Toxic	Po	Dig	Gd	Wrap	N	Protect	N
	♀ AZUMNO2	L50/183HP	Mystic Water	W	Perish Song	N	Surf	W	Whirlpool	W	Protect	N
	♀ SHELLNO2	L50/164HP	Mint Berry	W	Toxic	Po	Ice Beam	I	Clamp	W	Protect	N
	♂ ONINO2	L50/118HP	Bitter Berry	R GD	Toxic	Po	Earthquake	Gd	Bind	N	Protect	N
	♂ GONGNO2	L50/173HP	Przcureberry	W I	Perish Song	N	Aurora Beam	I	Whirlpool	W	Protect	N

ROCKET EXECUTIVE

This Executive's team is based upon the attack Frustration.

	♀ VILEPLEP	L50/164HP	Miracleberry	GR PO	Razor Leaf	Gr	Petal Dance	Gr	Sludge Bomb	Po	Frustration	N
	♂ BOKEP	L50/149HP	No Item	PO	Thief	Dk	Rock Slide	R	Earthquake	Gd	Frustration	N
	♀ CARGEP	L50/139HP	Mint Berry	FI R	Flamethrower	Fi	Earthquake	Gd	Rock Slide	R	Frustration	N
	♂ TOPSEP	L50/149HP	Berserk Gene	R W	Thief	Dk	Ancientpower	R	Surf	W	Frustration	N
	♂ VICTREEP	L50/169HP	Przcureberry	GR PO	Razor Leaf	Gr	Giga Drain	Gr	Sludge Bomb	Po	Frustration	N
	♀ GOLEP	L50/164HP	No Item	PO FL	Thief	Dk	Haze	I	Wing Attack	Fl	Frustration	N

ROCKET EXECUTIVE

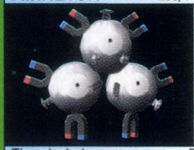
Watch out for Dooap's Sunny Day + Solarbeam combo and the other Pokémon's ability to cast Swagger.

	♀ DOOAP	L50/171HP	Miracleberry	DK FI	Crunch	Dk	Fire Blast	Fi	Sunny Day	Fi	Solarbeam	Gr
	♀ TILLERAP	L50/165HP	Scope Lens	W	Surf	W	Swagger	N	Psybeam	Ps	Stun Spore	Gr
	♀ BUFFAP	L50/280HP	Focus Band	PS	Counter	Ft	Safeguard	N	Mirror Coat	Ps	Destiny Bond	Gh
	♂ HYPNAP	L50/175HP	Przcureberry	PS	Psychic	Ps	Thunderbolt	E	Shadow Ball	Gh	Swagger	N
	♂ SECTAP	L50/150HP	Bright Powder	B GR	Giga Drain	Gr	Swagger	N	Sludge Bomb	Po	Stun Spore	Gr
	♂ TYRANAP	L50/190HP	Quick Claw	R DK	Rock Slide	R	Swagger	N	Earthquake	Gd	Screech	N

MAHOGANY GYM

BOARDER ALVIN

The attacks to watch out for here are Disable (Aireel and Airkadab) and Airkadab's Twisted Spoon + Psybeam.

	♀ AIREEL	L50/155HP	Przcureberry	W	Surf	W	Encore	N	Ice Beam	I	Disable	N
	♂ AIRKADAB	L50/130HP	Twisted Spoon	PS	Psybeam	Ps	Encore	N	Ice Beam	I	Disable	N
	♀ AIRLIBIRD	L50/135HP	Mint Berry	I FL	Fly	Fl	Quick Attack	N	Blizzard	I	Rapid Spin	N
	AIRNETON	L50/140HP	Psncureberry	E S	Thunderbolt	E	Rollout	R	Tri Attack	N	Mimic	N
	♂ AIRBASAUR	L50/170HP	Bitter Berry	GR PO	Razor Leaf	Gr	Reflect	Ps	Body Slam	N	Roar	N
	♂ AIRSNEA	L50/145HP	Ice Berry	DK I	Slash	N	Shadow Ball	Gh	Ice Beam	I	Counter	Ft

SKIER CAROL

Icy Wind and Headbutt are the two moves that all of Carol's Pokémon have in common.

	♀ SEAROW	L50/145HP	King's Rock	W	Icy Wind	I	Headbutt	N	Twister	D	Blizzard	I
	♂ RATICOW	L50/155HP	Przcureberry	N	Icy Wind	I	Hyper Fang	N	Bite	Dk	Blizzard	I
	♂ OMASTOW	L50/160HP	Mint Berry	R W	Icy Wind	I	Bite	Dk	Headbutt	N	Blizzard	I
	♀ WAKOW	L50/150HP	Burnt Berry	GD	Icy Wind	I	Headbutt	N	Rock Slide	R	Blizzard	I
	♂ WHIRLOW	L50/155HP	Bitter Berry	W	Icy Wind	I	Whirlpool	W	Headbutt	N	Blizzard	I
	♀ SIANSOW	L50/155HP	Psncureberry	N	Icy Wind	I	Bite	Dk	Headbutt	N	Roar	N

GYM LEADER PRYCE

Prepare to defend against the freezing power of Ice Beam.

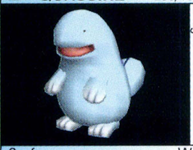
♂ PILOSWINE L50/196HP

Quick Claw

I GD

Earthquake	Gd
Ancientpower	R
Ice Beam	I
Body Slam	N

♀ QUAGSIRE L50/191HP



Bright Powder

W GD

Surf	W
Ice Beam	I
Earthquake	Gd
Iron Tail	S

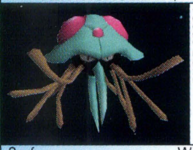
♂ HITMONTOP L50/146HP

Miracleberry

FT

Hi Jump Kick	Ft
Dig	Gd
Strength	N
Counter	Ft

♀ TENTACRUEL L50/176HP

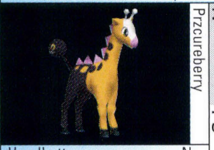


Focus Band

W PO

Surf	W
Reflect	Ps
Ice Beam	I
Mirror Coat	Ps

♀ GIRAFARIG L50/166HP



Przcureberry

N Ps

Headbutt	N
Earthquake	Gd
Psychic	Ps
Shadow Ball	Gh

ARTICUNO L50/186HP

Scope Lens

I FL

Ice Beam	I
Double-Edge	N
Fly	Fl
Bubblebeam	W

BLACKTHORN GYM

COOLTRAINER GLORIA

Watch out for Mean Look and Spider Web in addition to Hauntance's Hypnosis + Nightmare combo.

♂ ARGLANCE L50/141HP

Focus Band

N

Spider Web	B
Nightmare	Gh
Spore	Gr
Super Fang	N

♀ GELANCE L50/159HP

Bitter Berry

GR

Bind	N
Mega Drain	Gr
Sleep Powder	Gr
Sludge Bomb	Po

♀ JYANCE L50/159HP

Ice Berry

I Ps

Mean Look	N
Dream Eater	Ps
Lovely Kiss	N
Ice Punch	I

♂ GOLDANCE L50/166HP

Przcureberry

W

Whirlpool	W
Psychic	Ps
Hypnosis	Ps
Submission	Ft

♂ HAUNTANCE L50/131HP

Mint Berry

GH PO

Mean Look	N
Nightmare	Gh
Hypnosis	Ps
Night Shade	Gh

♀ NINEANCE L50/167HP

Burnt Berry

FI

Flame Wheel	Fi
Faint Attack	Dk
Hypnosis	Ps
Flamethrower	Fi

COOLTRAINER VINCE

Vince's Pokémon have evolved to their next stage. Counter as you did in Round One.

♂ IVYSTOR L50/158HP

Burnt Berry

GR PO

Razor Leaf	Gr
Leech Seed	Gr
Cut	N
Reflect	Ps

♂ WARSTOR L50/157HP

Przcureberry

W

Hydro Pump	W
Reflect	Ps
Blizzard	I
Mirror Coat	Ps

♂ MELEOSTOR L50/15HP

Mint Berry

FI

Fire Blast	Fi
Dig	Gd
Slash	N
Counter	Ft

♂ LEEFSTOR L50/158HP

Bitter Berry

GR

Razor Leaf	Gr
Counter	Ft
Body Slam	N
Light Screen	Ps

♂ CROCOSTOR L50/163HP

Gold Berry

W

Hydro Pump	W
Slash	N
Crunch	Dk
Dig	Gd

♂ LAVASTOR L50/156HP

Psncureberry

FI

Earthquake	Gd
Reversal	Ft
Dig	Gd
Roar	N

GYM LEADER CLAIR

Watch out for the Paralysis-inducing power of Body Slam and the strength of the Dragonbreath attack.

♂ KINGDRA L50/161HP

Bright Powder

W D

Dragonbreath	D
Return	N
Hydro Pump	W
Ice Beam	I

♀ AMPHAROS L50/184HP

Quick Claw

E

Thunderbolt	E
Fire Punch	Fi
Thunder Wave	E
Body Slam	N

♂ NIDOKING L50/167HP

Scope Lens

PO GD

Earthquake	Gd
Shadow Ball	Gh
Double Kick	Ft
Body Slam	N

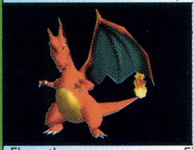
♂ RHYDON L50/197HP

Focus Band

GD R

Rock Slide	R
Body Slam	N
Earthquake	Gd
Roar	N

♂ CHARIZARD L50/164HP



King's Rock

FI FL

Flamethrower	Fi
Earthquake	Gd
Wing Attack	Fl
Body Slam	N

♀ GYARADOS L50/189HP

Miracleberry

W FL

Waterfall	W
Ice Beam	I
Double-Edge	N
Dragonbreath	D

ELITE FOUR AND LANCE

WILL

Psychic is the overriding theme here. Watch out for Chansey's ability to use Counter!

♂ XATU L50/155HP

Bright Powder

Ps FL

Psychic	Ps
Giga Drain	Gr
Drill Peck	Fl
Faint Attack	Dk

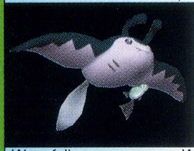
♂ ELECTABUZZ L50/154HP

King's Rock

E

Thunderbolt	E
Ice Punch	I
Psychic	Ps
Rolling Kick	Ft

♂ MANTINE L50/189HP



Miracleberry

W FL

Waterfall	W
Ice Beam	I
Wing Attack	Fl
Haze	I

♂ FLAREON L50/154HP

Quick Claw

FI

Fire Blast	Fi
Shadow Ball	Gh
Body Slam	N
Roar	N

♀ CHANSEY L50/155HP

Focus Band

N

Psychic	Ps
Thunderbolt	E
Ice Beam	I
Counter	Ft

♀ HYPNO L50/174HP

Scope Lens

Ps

Psychic	Ps
Submission	Ft
Shadow Ball	Gh
Ice Punch	I

KOGA

Attacks that cause Status Abnormalities are the backbone of this team. Safeguard against the effects of Toxic and Confuse Ray.

♀ VENOMOTH L50/156HP

Bright Powder — B / PO

Double Team	N
Baton Pass	N
Toxic	Po
Psybeam	Ps

♂ MAGMAR L50/155HP

Miracleberry — FI

Double Team	N
Confuse Ray	Gh
Toxic	Po
Flamethrower	Fi

♀ LAPRAS L50/220HP

Leftovers — W / I

Double Team	N
Confuse Ray	Gh
Toxic	Po
Surf	W

♂ STANTLER L50/163HP

Mysteryberry — N

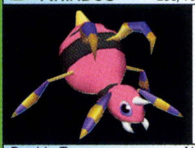
Double Team	N
Confuse Ray	Gh
Toxic	Po
Earthquake	Gd

♂ LANTURN L50/215HP

Quick Claw — W / E

Double Team	N
Confuse Ray	Gh
Toxic	Po
Thunderbolt	E

♀ ARIADOS L50/160HP



Focus Band — B / PO

Double Team	N
Baton Pass	N
Spider Web	B
Psybeam	Ps

BRUNO

Beware of Earthquakes! Bruno mixes the strengths of Fighting, Rock–Ground, and Normal Pokémon in this team.

♂ MACHAMP L50/181HP

Quick Claw — FT

Cross Chop	Ft
Rock Slide	R
Earthquake	Gd
Fissure	Gd

♀ GOLEM L50/178HP

Bright Powder — R / GD

Rock Slide	R
Submission	Ft
Magnitude	Gd
Fissure	Gd

♂ PRIMEAPE L50/155HP

Focus Band — FT

Cross Chop	Ft
Reversal	Ft
Rock Slide	R
Counter	Ft

♀ GRANBULL L50/188HP

Przcureberry — N

Strength	N
Sludge Bomb	Po
Shadow Ball	Gh
Dynamicpunch	Ft

♂ EXEGGUTOR L50/185HP

Miracleberry — GR / PS

Giga Drain	Gr
Ancientpower	R
Psychic	Ps
Explosion	N

♀ URSARING L50/188HP

Scope Lens — N

Slash	N
Crunch	Dk
Earthquake	Gd
Counter	Ft

KAREN

Karen's Pokémon use Swagger in combination with other Status Abnormality-inducing attacks. In addition, watch out for Misdreavus' Perish Song.

♂ UMBREON L50/186HP

Focus Band — DK

Swagger	N
Faint Attack	Dk
Screech	N
Psychic	Ps

♂ PERSIAN L50/156HP

Bright Powder — N

Swagger	N
Headbutt	N
Screech	N
Shadow Ball	Gh

♂ MURKROW L50/151HP

Scope Lens — DK / FL

Swagger	N
Psych Up	N
Mean Look	N
Drill Peck	Fl

♀ SLOWBRO L50/186HP

Quick Claw — W / PS

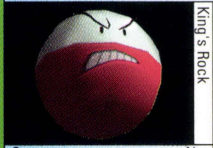
Swagger	N
Surf	W
Thunder Wave	E
Submission	Ft

♂ MISDREAVUS L50/151HP

Mysteryberry — GH

Mean Look	N
Pain Split	N
Perish Song	N
Psychic	Ps

ELECTRODE L50/159HP



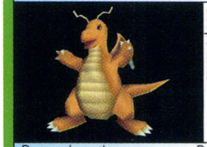
King's Rock — E

Swagger	N
Headbutt	N
Thunder Wave	E
Thunderbolt	E

LANCE

Hyper Beam and Earthquake are two attacks to beware of in this battle

♂ DRAGONITE L50/187HP



Scope Lens — D / FL

Dragonbreath	D
Thunderbolt	E
Ice Beam	I
Hyper Beam	N

♂ AERODACTYL L50/176HP

King's Rock — R / FL

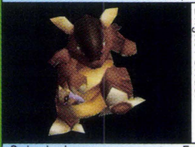
Ancientpower	R
Earthquake	Gd
Wing Attack	Fl
Hyper Beam	N

♂ FERALIGATR L50/181HP

Quick Claw — W

Surf	W
Blizzard	I
Earthquake	Gd
Hyper Beam	N

♀ KANGASKHAN L50/201HP



Bright Powder — N

Submission	Ft
Rock Slide	R
Earthquake	Gd
Hyper Beam	N

♂ ARCANINE L50/186HP

Miracleberry — FI

Flamethrower	Fi
Crunch	Dk
Extremespeed	N
Hyper Beam	N

♀ TYRANITAR L50/196HP

Quick Claw — R / DK

Crunch	Dk
Earthquake	Gd
Rock Slide	R
Hyper Beam	N

KANTO SIDE

The rules for the Kanto side remain the same as in the first Round of the game. You can take on the eight Gym Leaders in any order you wish and then you must defeat Red.

GYM LEADER BROCK

Brock's Ground and Rock themed team uses Earthquake and the Defense Curl + Rollout to flatten their opponents. Counter with Grass and Water attacks.

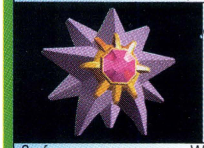
PEWTER GYM

		Pokémon	Level/HP	Item	Type	Moves	
	♂	STEELIX	L50/174HP	Scope Lens	S GD	Rock Slide Return Earthquake Fissure	R N Gd Gd
	♂	HERACROSS	L50/177HP	Focus Band	B FT	Megahorn Counter Reversal Earthquake	B Ft Ft Gd
	♀	RHYDON	L50/202HP	Quick Claw	GD R	Rock Slide Double-Edge Earthquake Fissure	R N Gd Gd
	♀	SLOWBRO	L50/192HP	Bright Powder	W Ps	Surf Flamethrower Psychic Fissure	W Fi Ps Gd
	♂	URSARING	L50/187HP	Mint Berry	N	Defense Curl Slash Rollout Focus Energy	N N R N
	♂	SHUCKLE	L50/113HP	Leftovers	B R	Defense Curl Safeguard Rollout Wrap	N N R N

GYM LEADER MISTY

Misty's team relies on various Rain Dance combos, like Rain Dance + Surf and Rain Dance + Thunder.

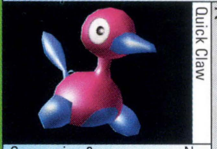
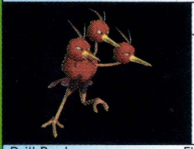
CERULEAN GYM

		Pokémon	Level/HP	Item	Type	Moves	
		STARMIE	L50/159HP	King's Rock	W Ps	Surf Thunder Psychic Rain Dance	W E Ps W
	♀	WIGGLYTUFF	L50/237HP	Quick Claw	N	Double-Edge Thunder Ice Beam Rain Dance	N E I W
	♀	NIDOQUEEN	L50/187HP	Scope Lens	PO GD	Earthquake Thunder Surf Rain Dance	Gd E W W
	♂	AMPHAROS	L50/187HP	Bright Powder	E	Thunder Reflect Light Screen Rain Dance	E Ps Ps W
	♂	DRAGONAIR	L50/159HP	Bitter Berry	D	Ice Beam Thunder Surf Rain Dance	I E W W
	♂	POLITOED	L50/189HP	Focus Band	W	Hydro Pump Ice Beam Earthquake Rain Dance	W I Gd W

GYM LEADER LT. SURGE

Lt. Surge and his thundering Raichu are back. However, the rest of his Electric team has been replaced with other types, so plan accordingly.

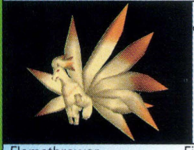
VERMILION GYM

		Pokémon	Level/HP	Item	Type	Moves	
	♂	RAICHU	L50/157HP	Focus Band	E	Thunderbolt Reversal Thunder Wave Surf	E Ft E W
	♀	VICTREEBEL	L50/177HP	Miracleberry	GR PO	Razor Leaf Body Slam Sludge Bomb Stun Spore	Gr N Po Gr
		PORYGON2	L50/182HP	Quick Claw	N	Conversion 2 Psychic Tri Attack Blizzard	N Ps N I
	♀	QUAGSIRE	L50/192HP	Bright Powder	W GD	Surf Ancientpower Earthquake Ice Beam	W R Gd I
	♀	DODRIO	L50/157HP	Scope Lens	N FL	Drill Peck Pursuit Tri Attack Steel Wing	Fl Dk N S
	♂	JOLTEON	L50/167HP	King's Rock	E	Thunderbolt Roar Hidden Power Thunder Wave	E N N E

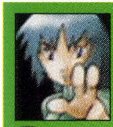
GYM LEADER ERIKA

Watch out for Sleep-inducing moves and, continuing the Sleep theme, Pokémon like Marowak and Mantine who use the move Rest in combos.

CELADON GYM

		Pokémon	Level/HP	Item	Type	Moves	
	♀	BELLOSSOM	L50/174HP	Quick Claw	GR	Razor Leaf Sleep Powder Return Stun Spore	Gr Gr N Gr
	♀	MAROWAK	L50/157HP	Thick Club	GD	Bonemerang Rest Belly Drum Snore	Gd Ps N N
	♀	NINETALES	L50/170HP	Bright Powder	FI	Flamethrower Iron Tail Body Slam Hypnosis	Fi S N Ps
	♀	MANTINE	L50/162HP	Mint Berry	W FL	Surf Rest Ice Beam Sleep Talk	W Ps I N
	♀	BLISSEY	L50/352HP	Miracleberry	N	Sing Reflect Psychic Light Screen	N Ps Ps Ps
	♀	EXEGGUTOR	L50/192HP	Focus Band	GR Ps	Giga Drain Sleep Powder Pcyshic Stun Spore	Gr Gr Ps Gr

GYM LEADER SABRINA



This time Sabrina relies less on Psychic types of Pokémon and more on different types of Pokémon who can use Psychic attacks. Keep this in mind when assembling your team.

SAFFRON GYM

		Pokémon	Level/HP	Item	Type	Moves	
	♂	ALAKAZAM	L50/154HP	King's Rock	Ps	Psychic Fire Punch Thunderpunch Future Sight	Ps Fi E Ps
	♀	SCIZOR	L50/167HP	Miracleberry	B S	Metal Claw Light Screen Slash Reversal	S Ps N Ft
	♂	TYPHLOSION	L50/175HP	Focus Band	FI	Flamethrower Thunderpunch Earthquake Reversal	Fi E Gd Ft
	♂	HITMONLEE	L50/147HP	Scope Lens	FT	Dynamicpunch Foresight Mega Kick Mind Reader	Ft N N N
	♀	SANDSLASH	L50/172HP	Bright Powder	GD	Earthquake Rock Slide Slash Submission	Gd R N Ft
	♂	SLOWKING	L50/192HP	Quick Claw	W Ps	Psychic Earthquake Surf Future Sight	Ps Gd W Ps

GYM LEADER JANINE

FUCHSIA GYM

Janine's R-2 team still uses Toxic (at least three of them do) but this time they mix it with other Status Anomoly-causing attacks. Use Haze and Safeguard to keep the playing field even.

♂ CROBAT	L50/176HP
King's Rock	PO FL
Confuse Ray	Gh
Toxic	Po
Mean Look	N
Bite	Dk

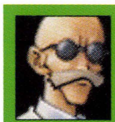
♂ MEGANIUM	L50/177HP
Quick Claw	GR
Attract	N
Leech Seed	Gr
Toxic	Po
Razor Leaf	Gr

♀ MUK	L50/202HP
Focus Band	PO
Swagger	N
Toxic	Po
Mean Look	N
Fire Punch	Fi

♂ VAPOREON	L50/219HP
Bright Powder	W
Double Team	N
Surf	W
Baton Pass	N
Ice Beam	I

♂ FORRETRESS	L50/164HP
Scope Lens	B S
Swagger	N
Sandstorm	R
Spikes	Gd
Double-Edge	N

♀ GIRAFARIG	L50/167HP
Miracleberry	N Ps
Double Team	N
Psychic	Ps
Baton Pass	N
Crunch	Dk



GYM LEADER BLAINE

CINNABAR GYM

Once again, watch out for different types of combinations using the move Sunny Day!

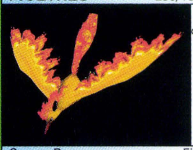
♂ ARCANINE	L50/187HP
King's Rock	Fi
Sunny Day	Fi
Extremespeed	N
Fire Blast	Fi
Roar	N

♂ MR. MIME	L50/137HP
Scope Lens	Ps
Sunny Day	Fi
Solarbeam	Gr
Fire Punch	Fi
Psychic	Ps

♀ CHANSEY	L50/347HP
Miracleberry	N
Sunny Day	Fi
Solarbeam	Gr
Fire Blast	Fi
Counter	Ft

♀ CLEFABLE	L50/192HP
Focus Band	N
Sunny Day	Fi
Solarbeam	Gr
Fire Blast	Fi
Moonlight	N

♂ VILEPLUME	L50/172HP
Quick Claw	GR PO
Sunny Day	Fi
Sludge Bomb	Po
Solarbeam	Gr
Synthesis	Gr



MOLTRES	L50/189HP
Bright Powder	Fi FL
Sunny Day	Fi
Wing Attack	Fl
Fire Blast	Fi
Steel Wing	S

GYM LEADER BLUE

VIRIDIAN GYM

Scyther's incredible speed combined with his knowledge of Baton Pass, Swords Dance and Agility, makes him a dangerous foe, whether he fights you directly or passes his stat increases down the line to the next Pokémon.

♂ SCYTHER	L50/168HP
Bright Powder	B FL
Swords Dance	N
Baton Pass	N
Agility	Ps
Wing Attack	Fl

♀ MILTANK	L50/192HP
Miracleberry	N
Body Slam	N
Reversal	Ft
Earthquake	Gd
Shadow Ball	Gh

♂ GENGAR	L50/158HP
King's Rock	GH PO
Psychic	Ps
Fire Punch	Fi
Ice Punch	I
Thunderbolt	E

♂ HOUNDOOM	L50/173HP
Focus Band	Dk Fi
Flamethrower	Fi
Iron Tail	S
Crunch	Dk
Reversal	Ft

♂ PILOSWINE	L50/191HP
Quick Claw	I GD
Ice Beam	I
Rock Slide	R
Earthquake	Gd
Roar	N

♀ KINGDRA	L50/173HP
Scope Lens	W D
Surf	W
Ice Beam	I
Dragonbreath	D
Flail	N

RED

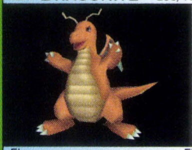
???

Red's team is based around the move Hidden Power. This move changes based on the Pokémon and the effects can be quite damaging.

RAIKOU	L50/193HP
Focus Band	E
Thunderbolt	E
Iron Tail	S
Bite	Dk
Hidden Power	N

ENTEI	L50/210HP
Scope Lens	Fi
Fire Blast	Fi
Iron Tail	S
Bite	Dk
Hidden Power	N

SUICUNE	L50/191HP
Bright Powder	W
Surf	W
Roar	N
Ice Beam	I
Hidden Power	N



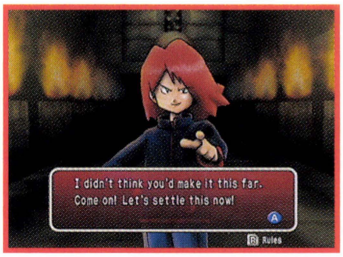
♂ DRAGONITE	L50/179Hp
Miracleberry	D FL
Fly	Fl
Thunder Wave	E
Body Slam	N
Hidden Power	N

♂ SNORLAX	L50/252HP
Quick Claw	N
Body Slam	N
Shadow Ball	Gh
Earthquake	Gd
Hidden Power	N

♂ ESPEON	L50/153HP
King's Rock	Ps
Psychic	Ps
Reflect	Ps
Bite	Dk
Hidden Power	N

RIVAL BATTLE

When you've cleared both the Stadium and the Gym Leader Castle, the bridge leading to the Rival's cave in the lower right corner of the map once again appears. This is the final test of the game—you win the Earthquake Gligar if you defeat your Rival!


I didn't think you'd make it this far.
Come on! Let's settle this now!

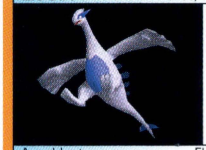
HOUNDOOM
L100 Nm ♀
HP
289/331
LUGIA
L100 Nm
HP
331/415

LUGIA
L100 Nm
HP
235/399
MEWTWO
L100 Nm
HP
212/415
Hmph! So you got a critical hit. Don't start celebrating just yet!

This time around, your Rival's Pokémon have different moves and are stronger than before. If you had difficulty defeating the Rival the first time around, you can expect this battle to be much worse.

YOUR RIVAL'S POKÉMON

LUGIA L100/415HP



Ps
Leftovers
FL

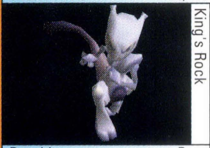
Aeroblast	Fl
Psychic	Ps
Earthquake	Gd
Safeguard	N

HO-OH L100/415HP

Fi
Quick Claw
FL

Sacred Fire	Fi
Earthquake	Gd
Thunder	E
Giga Drain	Gr

MEWTWO L100/415HP



Ps
King's Rock

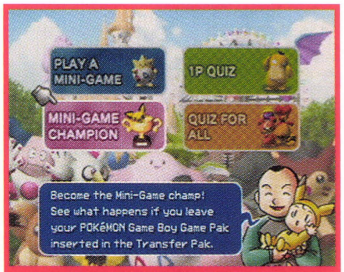
Psychic	Ps
Thunderbolt	E
Submission	Ft
Recover	N

New moves mean new strategies for the Rival. This time you can expect him to lead off with Lugia casting Safeguard. Earthquake now makes Lugia a match for the usual Electric response so try using Zapdos this time since as an Electric-type, it cannot be harmed by Earthquakes.

For Ho-oh, Thunder and Giga Drain have been added the moves list to discourage Water- and Rock-type Pokémon. Use Electric attacks to take this bird down!

Finally, Mewtwo now has the move Recover, which is likely to be a problem unless you can wipe Mewtwo out before it has the opportunity to reheal itself. If not, you have to let Mewtwo use up the move's PP before you can take him out.

MINI-GAMES GALORE



Become the Mini-Game champ! See what happens if you leave your POKéMON Game Boy Game Pak inserted in the Transfer Pak.

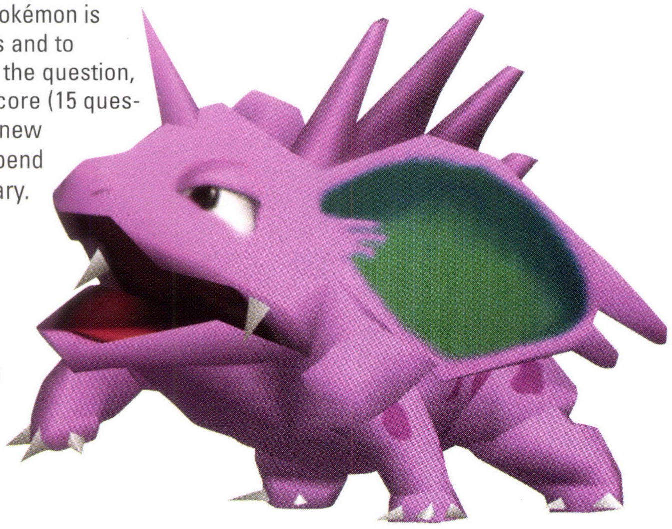
The Mini-Games section has grown since *Pokémon Stadium*!

Making a reappearance in *Pokémon Stadium 2* are the infamous Mini-Games. This time around, however, you'll find more games and more types of games. You'll also find a single- and multiplayer Quiz game and a multiplayer Championship that lets you earn coins for your Pokémon Coin Case.

THE QUIZ

You can choose to play the Quiz game by yourself (1P) or with others in a Quiz for All multiplayer game. In the 1P game you get 100 seconds to answer as many questions as you possibly can. Each time you answer incorrectly, 10 seconds are deducted from the clock. Quiz for All mode is identical except that you must vie with your opponents to input your answer first. If you get the answer wrong, you lose a turn.

The questions presented in the Quiz vary by difficulty level. In Easy mode, the questions range from "Which Pokémon is this?" to "Pokémon A is white. Which other Pokémon is white?" In Hard mode, you are asked to identify Pokémon based on their cries and to remember dialogue from within the game itself. Answers are provided below the question, and to answer you must press the corresponding © Button. Beat the High Score (15 questions for Easy mode, 10 for Normal mode and 5 for the Hard mode), and your new score takes its place. If you are having problems answering the questions, spend some time in Earl's Pokémon Academy, either in the Classroom or in the Library.

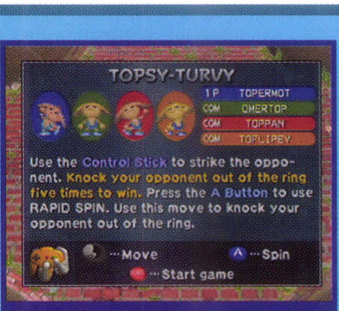


THE MINI-GAMES

This time around there are 12 Mini-Games to test your reflexes. If you have a copy of any of the five *Pokémon* Game Boy Game Paks plugged into your Nintendo® 64 Transfer Pak when you enter the Mini-Game arena, the game will automatically scan your Game Paks for Pokémon who can participate in the games with you. This means that your own Pichu, for example, can play Pichu's Power Plant with you. The added benefit to this arrangement is the small but sweet increase in that Pokémon's tameness factor!

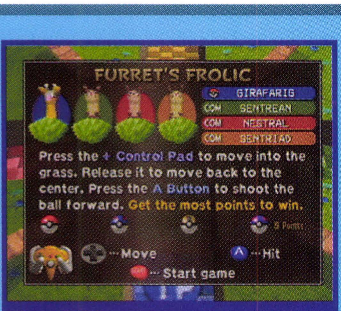
NOTE

You can tell if your own Pokémon is playing by checking its name on the Mini-Game start screen. If the Pokémon assigned to you has the nickname you assigned it, or is merely called by its real name, then that Pokémon is yours! Computer supplied Pokémon have silly nicknames. In addition, some games allow you to substitute other Pokémon instead of the usual species.



Use the Control Stick to strike the opponent. Knock your opponent out of the ring five times to win. Press the A Button to use RAPID SPIN. Use this move to knock your opponent out of the ring.

Computer's Pokémon

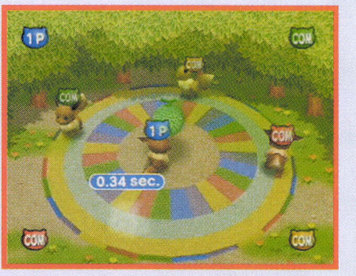


Press the + Control Pad to move into the grass. Release it to move back to the center. Press the A Button to shoot the ball forward. Get the most points to win.

Your Pokémon

EAGER EEVEE

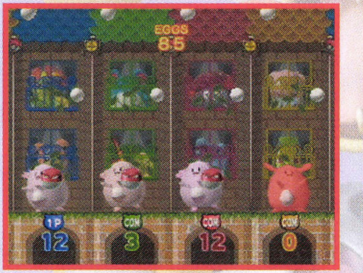
Pokémon Participants: Eevee



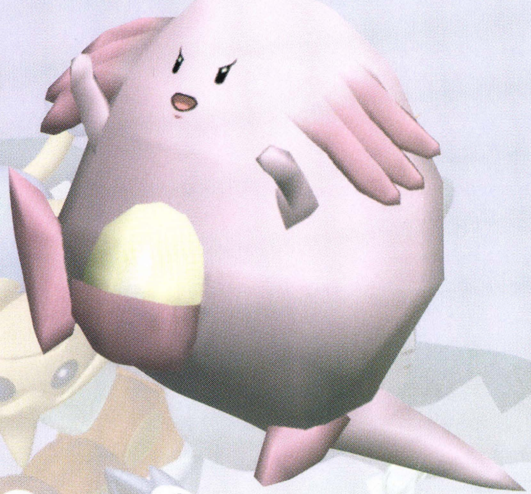
In this game, you and three other Eevee are playing a game similar to Musical Chairs. When Aipom lifts the lid, you must dash to the center of the ring and try to grab the fruit before anyone else. At least once in the five rounds of the game, you can expect to find a Pineco lurking under the lid. Hitting the Pineco causes you to lose the next turn. Try faking a dash to see if you can eliminate other competitors by tricking them into getting the Pineco! The only trick to this game is a quick eye and button-pushing speed.

EGG EMERGENCY

Pokémon Participants: Chansey

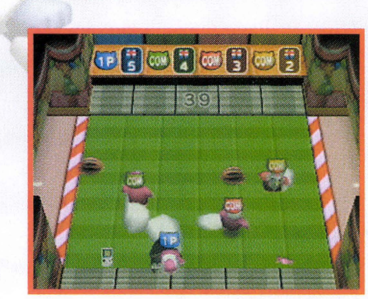


This game is one of the easiest available in the Easy and Normal modes. All you have to do is help Chansey catch its eggs by moving it to the right or left as the eggs fall from above. If you see a Voltorb coming, simply duck in the opposite direction or risk losing a portion of your eggs. The higher the difficulty level, the faster the eggs fall and the more Voltorb are mixed in. There are 100 eggs in all and, of course, the one with the most wins. The trick to this game lies in watching the top of the screen to see how the eggs fall and not getting distracted by the Voltorb.



DELIBIRD'S DELIVERY

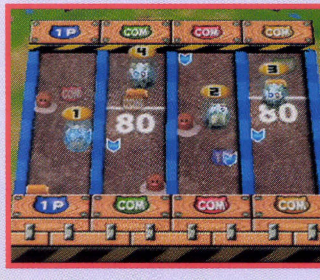
Pokémon Participants: Delibird



Delibird is helping pack and deliver presents in this game! All you have to do is pick up five or fewer packages and then unload your sack on the conveyor belt at the top of the screen. To make life more interesting, your path to the conveyor belt is blocked with wandering Swinub (if you hit one, you lose the presents currently in your sack) and the items you pick up vary in weight. If you load your sack up with Pianos and Snorlax Dolls, don't be surprised if your heavy load slows you down. To get the highest score, be picky and try to grab many of the same item in a row. After you've grabbed two or three, rush to the belt to unload them.

TUMBLING TOGEPI

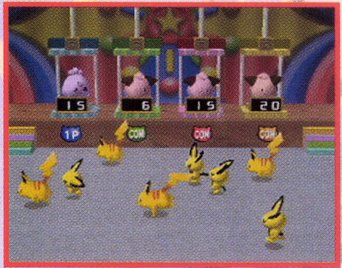
Pokémon Participants: Togepi, Omanyte



In this race you must steer Togepi around clumps of flowers, boulders, logs, and Diglett, and onto speed-boosting arrows to the finish line. Speed and accuracy are your keys to success here. Every time you run Togepi into an obstacle, it will slow down or stop altogether. To make up time, try to hit those speed arrows one right after the other. However, sacrifice that speed arrow if it puts you in line with an obstacle!

STREAMING STAMPEDE

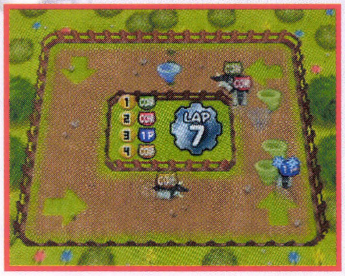
Pokémon Participants: Igglybuff, Cleffa



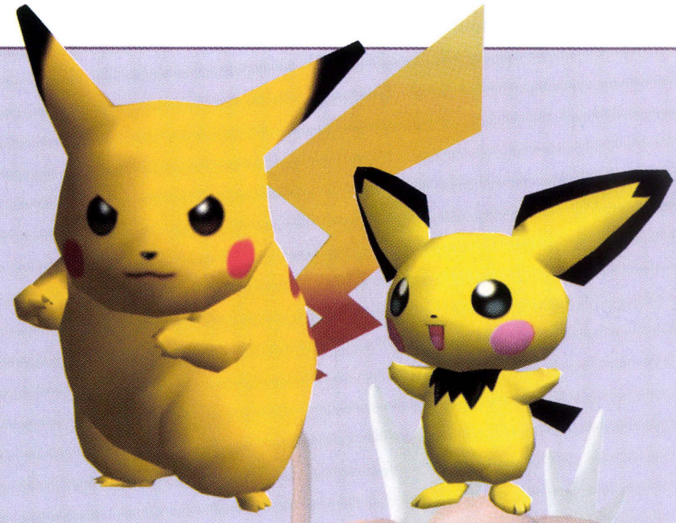
The goal of this game is to count the right Pokémon as they rush across the studio floor. The higher the level of difficulty, the more Pokémon enter the studio, the faster they run across the screen, and the more confusing the instructions. The best way to win at this game is to follow the instructions (don't count Pichu if they want you to count Pikachu!) and enter your count as the Pokémon run across the screen.

RAMPAGE ROLLOUT

Pokémon Participants: Donphan

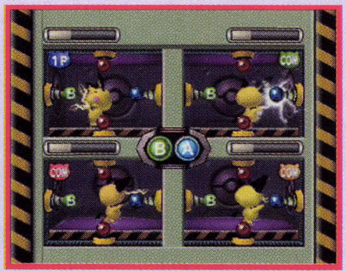


This is another race-style game. This time you must steer Donphan around the oval course nine times, dodging both your opponents and the Dust Clouds they kick up. Running into one of these whirlwinds of dust causes Donphan to spin around and lose both time and position. Your best bet is to hug the outside of the course when the inside is crowded, and then cut in when the coast is clear. The number of Dust Clouds you receive per lap is determined by your place in the race. The further ahead you are, the fewer Dust Clouds you get: Use this information to plan your strategy.



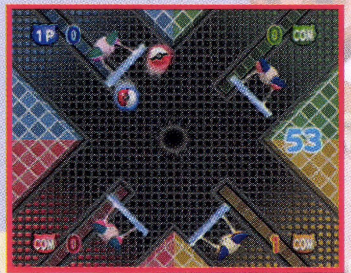
PICHU'S POWER PLANT

Pokémon Participants: Pichu, Pikachu



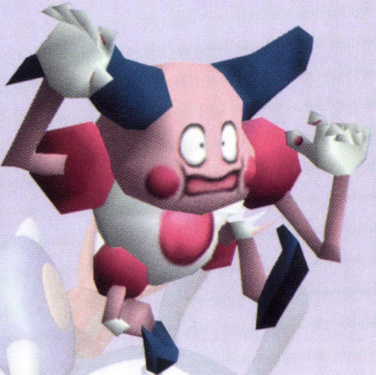
In this game, you must be the first to charge up Pichu's Power Plant. Watch the screen to see which of the four electrodes lights up first and then press the appropriate color-coded button to charge the node. The first Pichu to fill up the power gauge above its cage wins. The key to success here is excellent hand-eye coordination. When you see a new electrode light up, be the first Pichu to switch to it!

BARRIER BALL



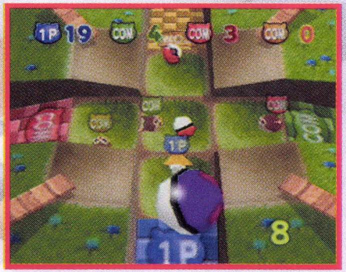
Pokémon Participants: Mr. Mime

Simply guard your corner with Mr. Mime's Barrier screen or use it to smash the Poké Ball into someone else's corner by pressing the Ⓐ Button. The first one to score five goals wins.



FURRET'S FROLIC

Pokémon Participants: Furret, Girafarig

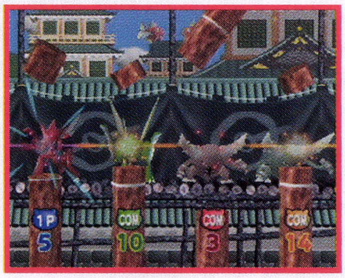


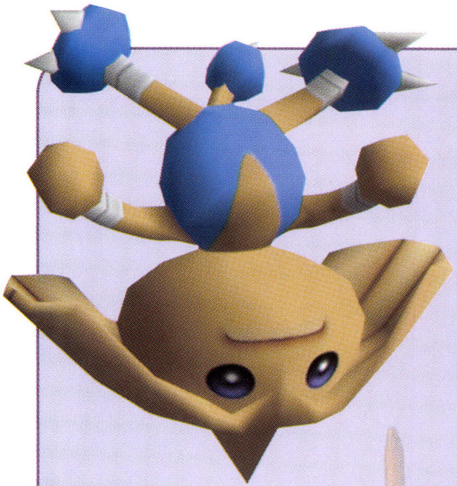
In this game, you use your Pokémon to knock the different Poké Balls from the center of the arena into your corner. As you do this, watch out for your opponents as they try to knock the same Poké Ball into the corner ramps or into their own areas. Try to aim for the bigger, more valuable balls (which are easier to knock into your corner) and let the others scramble for the smaller ones!

CLEAR CUT CHALLENGE

Pokémon Participants: Scyther, Pinsir, Scizor

This game challenges you to Cut through falling logs at the point marked on them. This is really hard to excel at until you get the timing down for each of the Pokémon you can use. Scizor, for example, has a slow reaction time, while Scyther is much faster. You are graded upon how close you Cut to the mark and points are distributed or deducted accordingly. You have to practice to become good at this game.

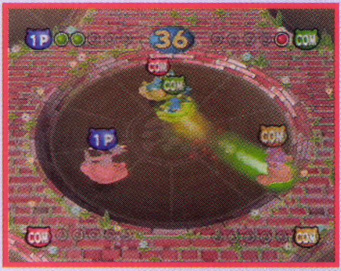




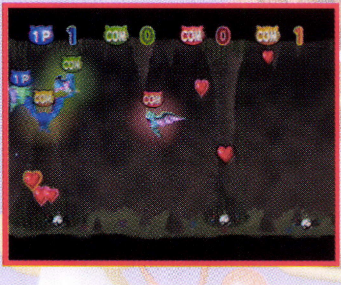
TOPSY-TURVY

Pokémon Participants: Hitmontop

The object of this game is simple. Use your spinning Hitmontop to knock your opponents out of the ring. The first one to get five knockouts wins the game. The key to this game is remembering not to power-up your spin (by pressing the Ⓐ Button) to hit an opponent while he or she returns to the ring. Returning Hitmontop all get a few seconds of invisibility and invulnerability, so trying to hit one during this period is futile.

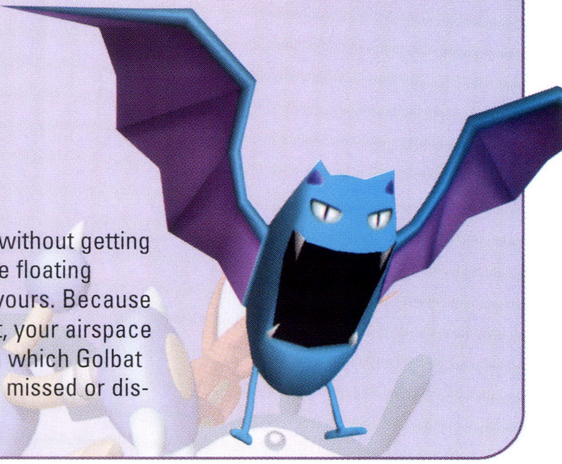


GUTSY GOLBAT



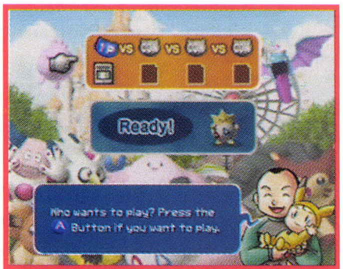
Pokémon Participants: Golbat

The goal here is to claim as many hearts as you can without getting bumped by your competitors or one of the Magnemite floating around. The trick is to keep track of which Golbat is yours. Because you can win hearts by knocking them off an opponent, your airspace always will be crowded, making it hard to distinguish which Golbat is which. Try to stay behind the pack and pick up any missed or discarded hearts as they float off the screen.



TAKE THE MINI-GAME CHAMPION CHALLENGE

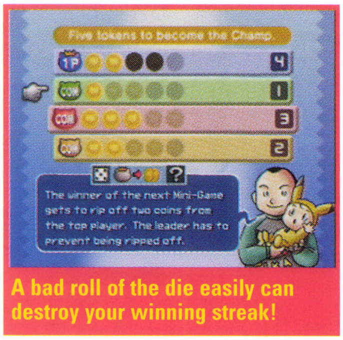
Mini-Game Champion mode is a four-player game that pits you against three other computer or human opponents in a match to see who can win the designated number of coins first. If you have a *Pokémon* Game Boy Game Pak plugged into your Transfer Pak on which you've already obtained a Coin Case, then your winnings will be added to your Coin Case.



Who wants to play? Press the A Button if you want to play.

Once you've set the number of human players, choose a difficulty setting and the number of coins you want to play for.

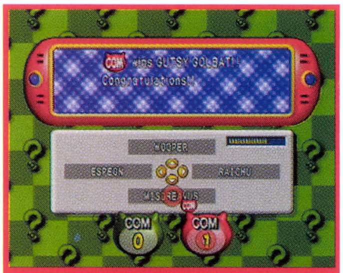
In the game itself, the player with the fewest coins will get to roll the dice to determine the stakes for the upcoming match. You can choose the Mini-Game that you'll play in that match or it can be chosen randomly. The stakes vary from winning one to three coins outright to handing over a set number of coins to the winner of the match. The first person to reach the target number of coins wins!



Five tokens to become the Champ.

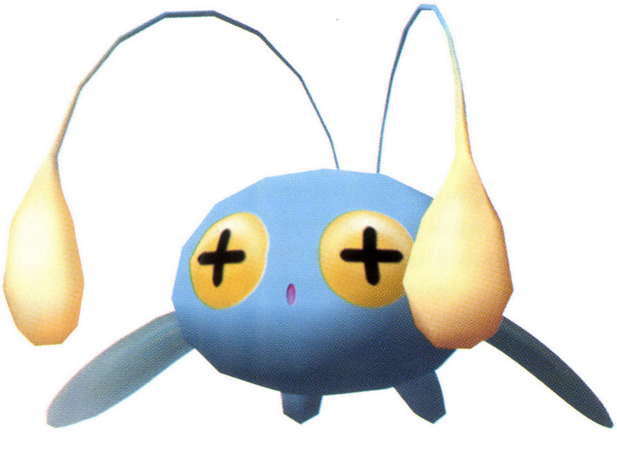
The winner of the next Mini-Game gets to rip off two coins from the top player. The leader has to prevent being ripped off.

A bad roll of the die easily can destroy your winning streak!



COM wins GUTSY GOLBAT!!
Congratulations!!

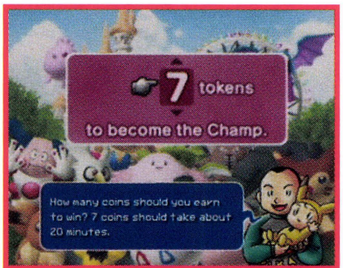
In case of a tie, the winners duke it out in a test of *Pokémon* knowledge and trivia.



SECRETS

Pokémon Stadium 2 rewards you well for completing certain tasks in the game. To see everything, you to have to complete all of the game modes.

BECOME THE MINI-GAME CHAMPION!



7 tokens

to become the Champ.

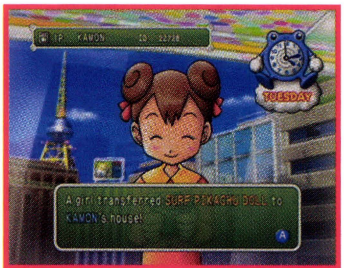
How many coins should you earn to win? 7 coins should take about 20 minutes.

To open up the Very Hard difficulty setting, choose the Hard setting with three computer opponents for the reward of seven or more coins. If you win, you'll find the Very Hard option on the menu the next time you play.

Beat the Mini-Game Champion mode on the Hard level with seven coins or more and against three computer competitors to open up the Very Hard mode. If you can win on this difficulty setting then you really are the Mini-Game Champion!

SPECIAL MYSTERY GIFTS

From the Main Menu screen, you can choose to exchange Mystery Gifts with the little girl from the Goldenrod Department Store. The rules are the same as in *Pokémon Silver* and *Gold*: only one Mystery Gift trade per day! If you are lucky, you'll get one of the special *Pokémon Stadium 2*–only items. Keep your eyes peeled for a Tentacool Doll and a Pikachu Bed!



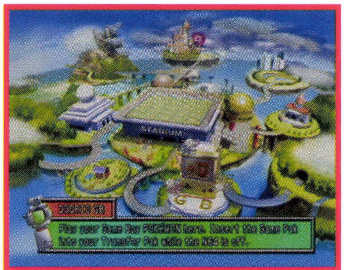
A girl transferred SURF PIKACHU DOLL to KAMON's house!

Access the Mystery Gift function from the Main Menu. This version works in the same way as the *Pokémon Gold* and *Silver* games.

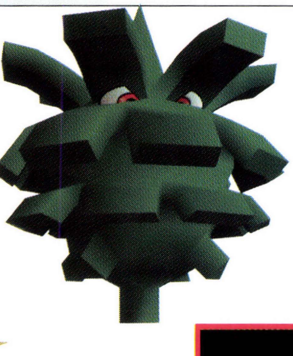
DODUO AND DODRIO GAME BOY TOWERS

The Doduo and Dodrio Game Boy Towers from the first *Pokémon Stadium* are back! This time you get different upgrades for both the Color versions of the game and the Metal versions. The way it works is shown in the table below:

TOWER UPGRADE	REQUIREMENTS	*POKÉMON R/B/Y*	*POKÉMON G/S*
Doduo Tower	Clear either the Gym Leader Castle or the Stadium.	2x Speed	N/A
Dodrio Tower	Clear both the Gym Leader Castle and the Stadium	4x Speed	N/A
Dodrio Tower	Clear either the R-2 Gym Leader Castle or the R-2 Stadium	4x Speed	2x Speed
Dodrio Tower	Clear both the R-2 Gym Leader Castle and the R-2 Stadium	4x Speed	3x Speed

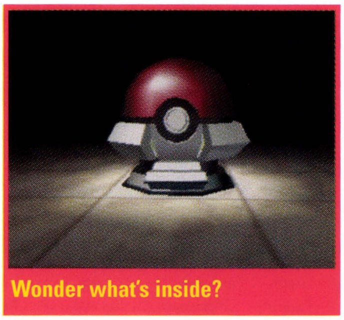


The color of the Tower changes when upgraded. The Doduo Tower is silver and the Dodrio Tower is gold.



GIFT POKÉMON

When you defeat the Rival, he gives you a special Pokémon that you can download to your *Pokémon Gold* or *Silver* Game Pak. When you defeat the Rival in Round One, you get the Baton Pass Farfetch'd. This Pokémon comes equipped with Baton Pass and a host of status-raising moves to use with it. Defeat the Rival in Round Two and you'll get the Earthquake Gligar.



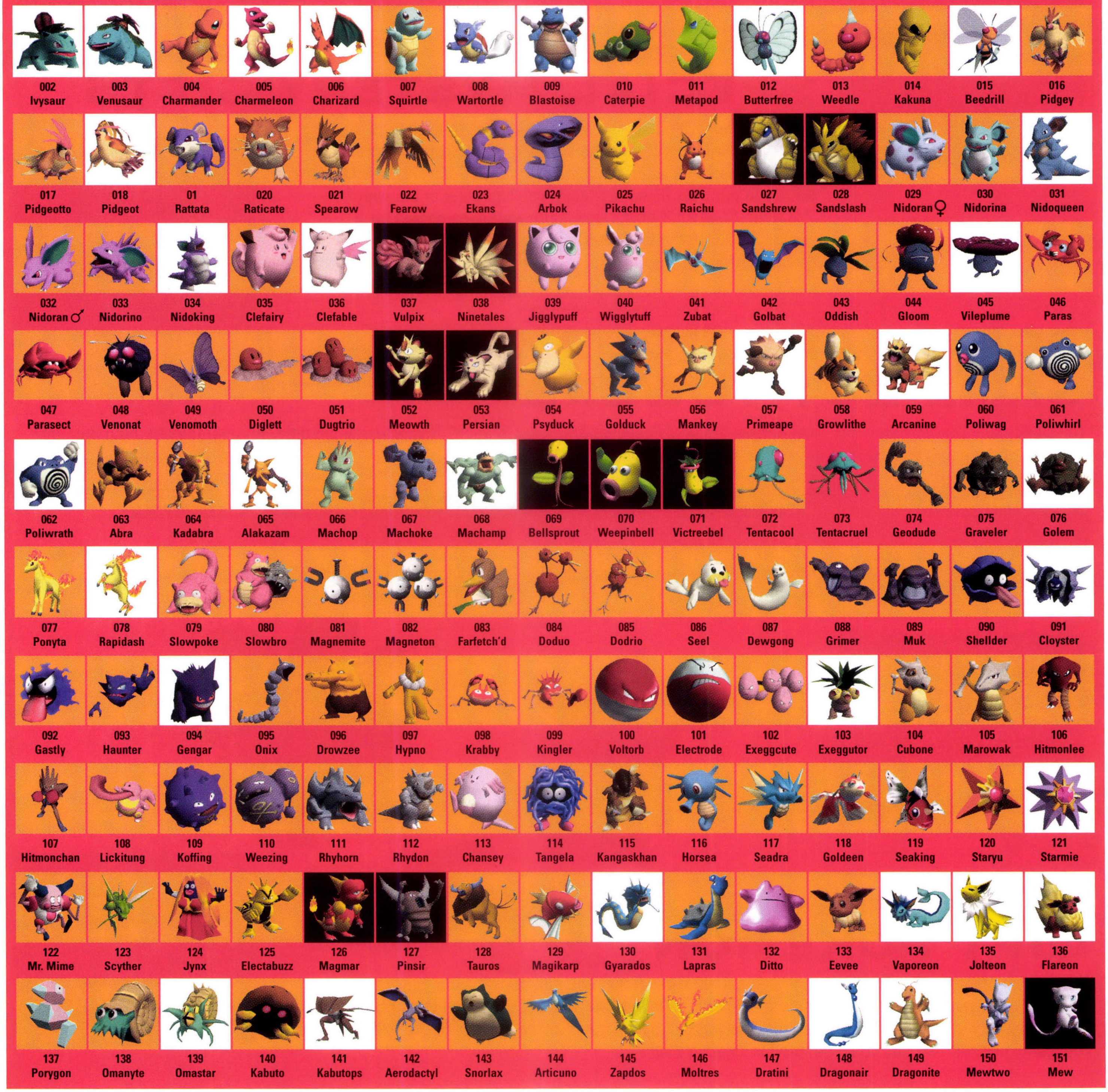
Wonder what's inside?

APPEARANCE CHARTS

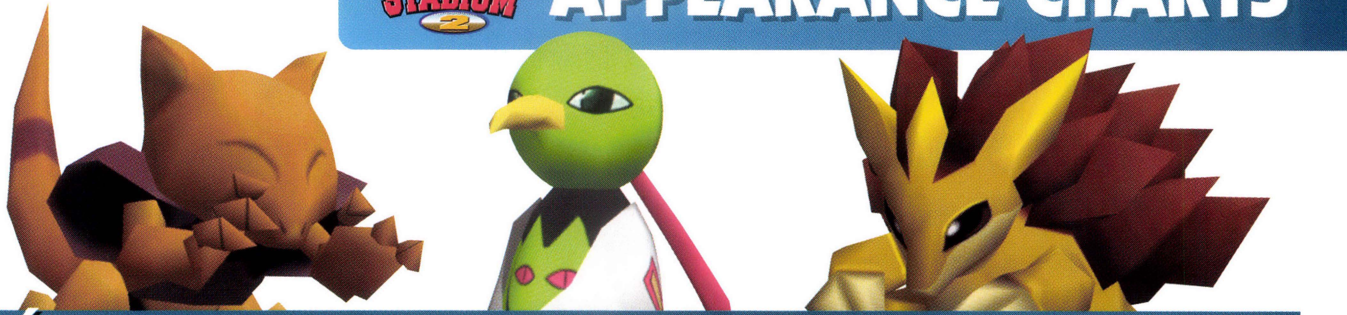
POKÉMON RED

The Pokémon with a 🟧 background can be found in the wild or obtained through an event. A ⬜ background indicates Pokémon that evolve from other Pokémon, and the ⬛ background is for Pokémon that do not appear in this version and can only be obtained by trading with a friend across your Game Link Cable.

🟧 001
Bulbasaur



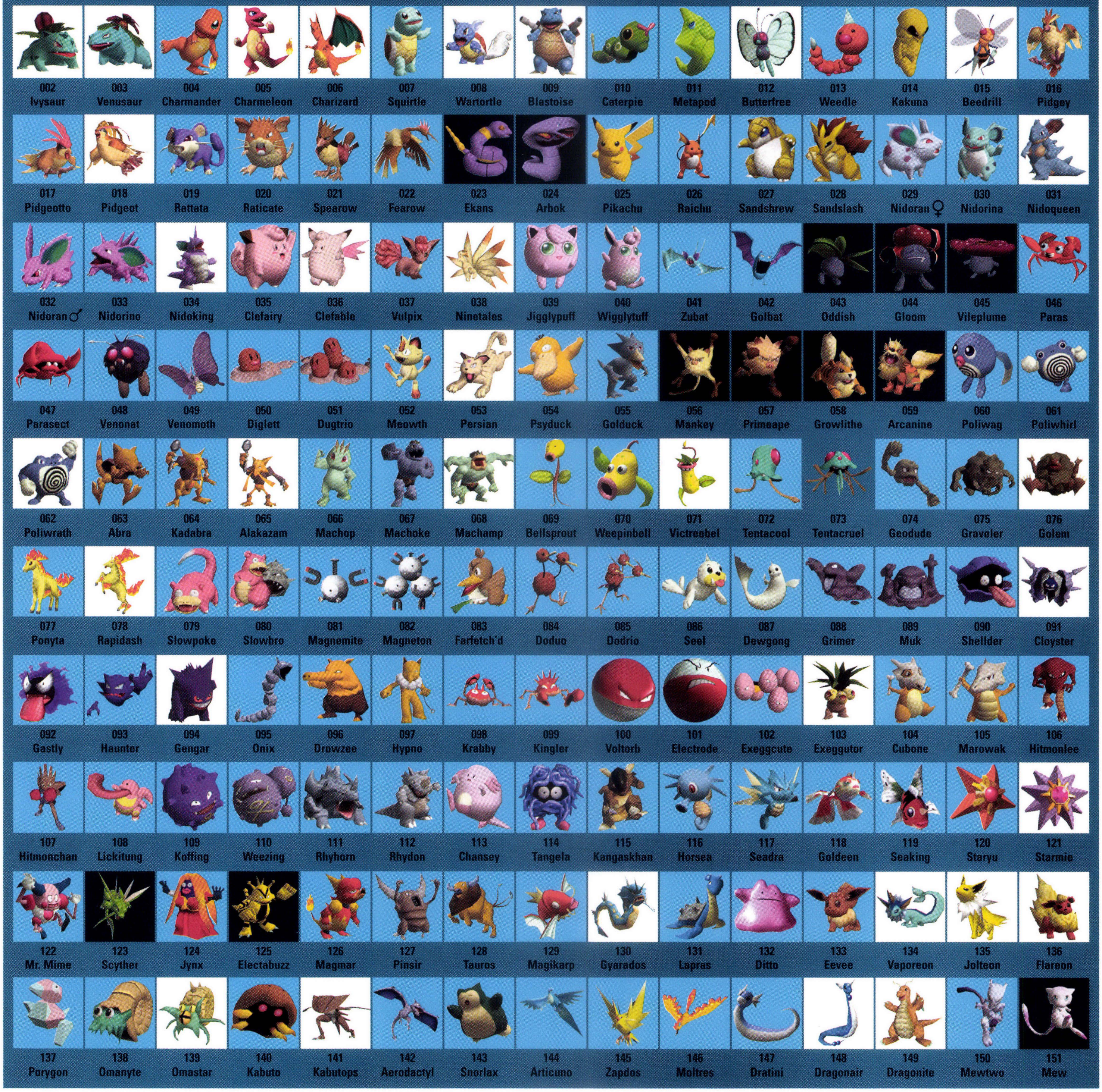
⬜ 002 Ivysaur	⬜ 003 Venusaur	🟧 004 Charmander	⬜ 005 Charmeleon	⬜ 006 Charizard	🟧 007 Squirtle	⬜ 008 Wartortle	⬜ 009 Blastoise	🟧 010 Caterpie	🟧 011 Metapod	⬜ 012 Butterfree	🟧 013 Weedle	🟧 014 Kakuna	⬜ 015 Beedrill	🟧 016 Pidgey
🟧 017 Pidgeotto	⬜ 018 Pidgeot	🟧 01 Rattata	🟧 020 Raticate	🟧 021 Spearow	🟧 022 Fearow	🟧 023 Ekans	🟧 024 Arbok	🟧 025 Pikachu	🟧 026 Raichu	⬛ 027 Sandshrew	⬛ 028 Sandslash	🟧 029 Nidoran♀	🟧 030 Nidorina	⬜ 031 Nidoqueen
🟧 032 Nidoran♂	🟧 033 Nidorino	⬜ 034 Nidoking	🟧 035 Clefairy	⬜ 036 Clefable	⬛ 037 Vulpix	⬛ 038 Ninetales	🟧 039 Jigglypuff	🟧 040 Wigglytuff	🟧 041 Zubat	🟧 042 Golbat	🟧 043 Oddish	🟧 044 Gloom	⬜ 045 Vileplume	🟧 046 Paras
🟧 047 Parasect	🟧 048 Venonat	🟧 049 Venomoth	🟧 050 Diglett	🟧 051 Dugtrio	⬛ 052 Meowth	⬛ 053 Persian	🟧 054 Psyduck	🟧 055 Golduck	🟧 056 Mankey	⬜ 057 Primeape	🟧 058 Growlithe	⬜ 059 Arcanine	🟧 060 Poliwag	🟧 061 Poliwhirl
⬜ 062 Poliwrath	🟧 063 Abra	🟧 064 Kadabra	⬜ 065 Alakazam	🟧 066 Machop	🟧 067 Machoke	⬜ 068 Machamp	⬛ 069 Bellsprout	⬛ 070 Weepinbell	⬛ 071 Victreebel	🟧 072 Tentacool	🟧 073 Tentacruel	🟧 074 Geodude	🟧 075 Graveler	⬜ 076 Golem
🟧 077 Ponyta	⬜ 078 Rapidash	🟧 079 Slowpoke	🟧 080 Slowbro	🟧 081 Magnemite	🟧 082 Magneton	🟧 083 Farfetch'd	🟧 084 Doduo	🟧 085 Dodrio	🟧 086 Seel	🟧 087 Dewgong	🟧 088 Grimer	🟧 089 Muk	🟧 090 Shellder	⬜ 091 Cloyster
🟧 092 Gastly	🟧 093 Haunter	⬜ 094 Gengar	🟧 095 Onix	🟧 096 Drowzee	🟧 097 Hypno	🟧 098 Krabby	🟧 099 Kingler	🟧 100 Voltorb	🟧 101 Electrode	🟧 102 Exeggcute	⬜ 103 Exeggutor	🟧 104 Cubone	🟧 105 Marowak	🟧 106 Hitmonlee
🟧 107 Hitmonchan	🟧 108 Lickitung	🟧 109 Koffing	🟧 110 Weezing	🟧 111 Rhyhorn	🟧 112 Rhydon	🟧 113 Chansey	🟧 114 Tangela	🟧 115 Kangaskhan	🟧 116 Horsea	🟧 117 Seadra	🟧 118 Goldeen	🟧 119 Seaking	🟧 120 Staryu	⬜ 121 Starmie
🟧 122 Mr. Mime	🟧 123 Scyther	🟧 124 Jynx	🟧 125 Electabuzz	⬛ 126 Magmar	⬛ 127 Pinsir	🟧 128 Tauros	🟧 129 Magikarp	⬜ 130 Gyarados	🟧 131 Lapras	🟧 132 Ditto	🟧 133 Eevee	⬜ 134 Vaporeon	⬜ 135 Jolteon	⬜ 136 Flareon
🟧 137 Porygon	🟧 138 Omanyte	⬜ 139 Omastar	🟧 140 Kabuto	🟧 141 Kabutops	🟧 142 Aerodactyl	🟧 143 Snorlax	🟧 144 Articuno	🟧 145 Zapdos	🟧 146 Moltres	🟧 147 Dratini	⬜ 148 Dragonair	🟧 149 Dragonite	🟧 150 Mewtwo	⬛ 151 Mew



POKÉMON BLUE

The Pokémon with a 🟦 background can be found in the wild or obtained through an event. A ⬜ background indicates Pokémon that evolve from other Pokémon, and the ⬛ background is for Pokémon that do not appear in this version and can only be obtained by trading with a friend across your Game Link Cable.

001 Bulbasaur



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017 Pidgeotto	018 Pidgeot	019 Rattata	020 Raticate	021 Spearow	022 Fearow	023 Ekans	024 Arbok	025 Pikachu	026 Raichu	027 Sandshrew	028 Sandslash	029 Nidoran♀	030 Nidorina	031 Nidoqueen
032 Nidoran♂	033 Nidorino	034 Nidoking	035 Clefairy	036 Clefable	037 Vulpix	038 Ninetales	039 Jigglypuff	040 Wigglytuff	041 Zubat	042 Golbat	043 Oddish	044 Gloom	045 Vileplume	046 Paras
047 Parasect	048 Venonat	049 Venomoth	050 Diglett	051 Dugtrio	052 Meowth	053 Persian	054 Psyduck	055 Golduck	056 Mankey	057 Primeape	058 Growlithe	059 Arcanine	060 Poliwag	061 Poliwhirl
062 Poliwrath	063 Abra	064 Kadabra	065 Alakazam	066 Machop	067 Machoke	068 Machamp	069 Bellsprout	070 Weepinbell	071 Victreebel	072 Tentacool	073 Tentacruel	074 Geodude	075 Graveler	076 Golem
077 Ponyta	078 Rapidash	079 Slowpoke	080 Slowbro	081 Magnemite	082 Magneton	083 Farfetch'd	084 Doduo	085 Dodrio	086 Seel	087 Dewgong	088 Grimer	089 Muk	090 Shellder	091 Cloyster
092 Gastly	093 Haunter	094 Gengar	095 Onix	096 Drowzee	097 Hypno	098 Krabby	099 Kingler	100 Voltorb	101 Electrode	102 Exeggcute	103 Exeggutor	104 Cubone	105 Marowak	106 Hitmonlee
107 Hitmonchan	108 Lickitung	109 Koffing	110 Weezing	111 Rhyhorn	112 Rhydon	113 Chansey	114 Tangela	115 Kangaskhan	116 Horsea	117 Seadra	118 Goldeen	119 Seaking	120 Staryu	121 Starmie
122 Mr. Mime	123 Scyther	124 Jynx	125 Electabuzz	126 Magmar	127 Pinsir	128 Tauros	129 Magikarp	130 Gyarados	131 Lapras	132 Ditto	133 Eevee	134 Vaporeon	135 Jolteon	136 Flareon
137 Porygon	138 Omanyte	139 Omastar	140 Kabuto	141 Kabutops	142 Aerodactyl	143 Snorlax	144 Articuno	145 Zapdos	146 Moltres	147 Dratini	148 Dragonair	149 Dragonite	150 Mewtwo	151 Mew

POKÉMON YELLOW

The Pokémon with a 🟨 background can be found in the wild or obtained through an event. A □ background indicates Pokémon that evolve from other Pokémon, and the ■ background is for Pokémon that do not appear in this version and can only be obtained by trading with a friend across your Game Link Cable.

001
Bulbasaur

002
Ivysaur

003
Venusaur

004
Charmander

005
Charmeleon

006
Charizard

007
Squirtle

008
Wartortle

009
Blastoise

010
Caterpie

011
Metapod

012
Butterfree

013
Weedle

014
Kakuna

015
Beedrill

016
Pidgey

017
Pidgeotto

018
Pidgeot

01
Rattata

020
Raticate

021
Spearow

022
Fearow

023
Ekans

024
Arbok

025
Pikachu

026
Raichu

027
Sandshrew

028
Sandslash

029
Nidoran♀

030
Nidorina

031
Nidoqueen

032
Nidoran♂

033
Nidorino

034
Nidoking

035
Clefairy

036
Clefable

037
Vulpix

038
Ninetales

039
Jigglypuff

040
Wigglytuff

041
Zubat

042
Golbat

043
Oddish

044
Gloom

045
Vileplume

046
Paras

047
Parasect

048
Venonat

049
Venomoth

050
Diglett

051
Dugtrio

052
Meowth

053
Persian

054
Psyduck

055
Golduck

056
Mankey

057
Primeape

058
Growlithe

059
Arcanine

060
Poliwag

061
Poliwhirl

062
Poliwrath

063
Abra

064
Kadabra

065
Alakazam

066
Machop

067
Machoke

068
Machamp

069
Bellsprout

070
Weepinbell

071
Victreebel

072
Tentacool

073
Tentacruel

074
Geodude

075
Graveler

076
Golem

077
Ponyta

078
Rapidash

079
Slowpoke

080
Slowbro

081
Magnemite

082
Magneton

083
Farfetch'd

084
Doduo

085
Dodrio

086
Seel

087
Dewgong

088
Grimer

089
Muk

090
Shellder

091
Cloyster

092
Gastly

093
Haunter

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Gengar

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Onix

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Drowzee

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Hypno

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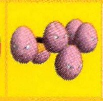
Krabby

099
Kingler

100
Voltorb

101
Electrode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Exeggcute

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Exeggutor

104
Cubone

105
Marowak

106
Hitmonlee

107
Hitmonchan

108
Lickitung

109
Koffing

110
Weezing

111
Rhyhorn

112
Rhydon

113
Chansey

114
Tangela

115
Kangaskhan

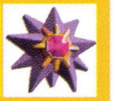
116
Horsea

117
Seadra

118
Goldeen

119
Seaking

120
Staryu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Starmie

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Mr. Mime

123
Scyther

124
Jynx

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Electabuzz

126
Magmar

127
Pinsir

128
Tauros

129
Magikarp

130
Gyarados

131
Lapras

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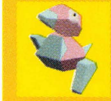
Ditto

133
Eevee

134
Vaporeon

135
Jolteon

136
Flareon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Porygon

138
Omanyte

139
Omastar

140
Kabuto

141
Kabutops

142
Aerodactyl

143
Snorlax

144
Articuno

145
Zapdos

146
Moltres

147
Dratini

148
Dragonair

149
Dragonite

150
Mewtwo

151
Mew

POKÉMON GOLD

The Pokémon with a 🟨 background can be found in the wild or obtained through an event. A ⬜ background indicates Pokémon that evolve from other Pokémon, and the ■ background is for Pokémon that do not appear in this version and can only be obtained by trading with a friend across your Game Link Cable.

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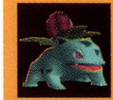
Bulbasaur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Ivysaur

003
Venusaur

004
Charmander

005
Charmeleon

006
Charizard

007
Squirtle

008
Wartortle

009
Blastoise

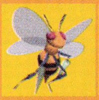
010
Caterpie

011
Metapod

012
Butterfree

013
Weedle

014
Kakuna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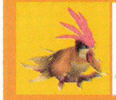
Beedrill

016
Pidgey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Pidgeotto

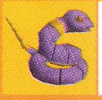
018
Pidgeot

01
Rattata

020
Raticate

021
Spearow

022
Fearow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Ekans

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Arbok

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Pikachu

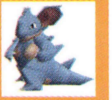
026
Raichu

027
Sandshrew

028
Sandslash

029
Nidoran♀

030
Nidorina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Nidoqueen

032
Nidoran♂

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Nidorino

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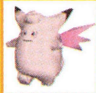
Nidoking

035
Clefairy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Vulpix

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Ninetales

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Jigglypuff

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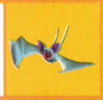
Wigglytuff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Golbat

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Oddish

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Gloom

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Vileplume

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Paras

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Parasect

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Venonat

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Venomoth

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Diglett

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Dugtrio

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Meowth

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Psyduck

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Golduck

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Mankey

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Primeape

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Growlithe

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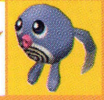
Arcanine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Poliwrath

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Kadabra

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Alakazam

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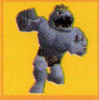
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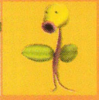
Machamp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Weepinbell

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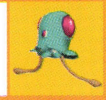
Victreebel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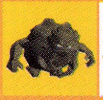
Geodude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Slowpoke

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Magneton

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Farfetch'd

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Doduo

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Dodrio

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Cloyster

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Gastly

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Haunter

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Drowzee

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Krabby

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Kingler

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Voltorb

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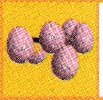
Electrode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Exeggutor

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Cubone

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Marowak

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Hitmonlee

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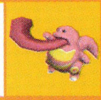
Hitmonchan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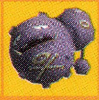
Koffing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Rhydon

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Chansey

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Tangela

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Kangaskhan

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Horsea

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Seadra

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Goldeen

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Seaking

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Staryu

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Starmie

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Mr. Mime

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Scyther

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Jynx

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Electabuzz

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Magmar

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Pinsir

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Tauros

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Magikarp

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Gyarados

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Lapras

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Ditto

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Eevee

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Vaporeon

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Jolteon

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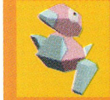
Flareon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Porygon

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Omanyte

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Omastar

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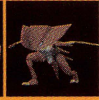
Kabuto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Aerodactyl

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Snorlax

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Articuno

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Zapdos

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Moltres

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Dratini

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Dragonair

149
Dragonite

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Mewtwo

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Mew

152
Chikorita

153
Bayleef

154
Meganium

155
Cyndaquil

156
Quilava

157
Typhlosion

158
Totodile

159
Croconaw

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Feraligtr

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Sentret

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Furret

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Hoothoot

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Noctowl

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Ledyba

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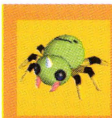
Ledian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168 Ariados

169 Crobat

170 Chinchou

171 Lanturn

172 Pichu

173 Cleffa

174 Igglybuff

175 Togepi

176 Togetic

177 Natu

178 Xatu

179 Mareep

180 Flaaffy

181 Ampharos

182 Bellossom

183 Marill

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185 Sudowoodo

186 Politoed

187 Hoppip

188 Skiploom

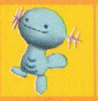
189 Jumpluff

190 Aipom

191 Sunkern

192 Sunflora

193 Yanma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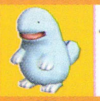
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196 Espeon

197 Umbreon

198 Murkrow

199 Slowking

200 Misdreavus

201 Unown

202 Wobbuffet

203 Girafarig

204 Pineco

205 Forretress

206 Dunsparce

207 Gligar

208 Steelix

209 Snubbull

210 Granbull

211 Qwilfish

212 Scizor

213 Shuckle

214 Heracross

215 Sneasel

216 Teddiursa

217 Ursaring

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219 Magcargo

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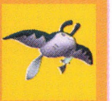
222 Corsola

223 Remoraid

224 Octillery

225 Delibird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228 Houndour

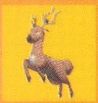
229 Houndoom

230 Kingdra

231 Phanpy

232 Donphan

233 Porygon 2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236 Tyrogue

237 Hitmontop

238 Smoochum

239 Elekid

240 Magby

241 Miltank

242 Blissey

243 Raikou

244 Entei

245 Suicune

246 Larvitar

247 Pupitar

248 Tyranitar

249 Lugia

250 Ho-oh

251 Celebi

POKÉMON SILVER

The Pokémon with a ▨ background can be found in the wild or obtained through an event. A □ background indicates Pokémon that evolve from other Pokémon, and the ■ background is for Pokémon that do not appear in this version and can only be obtained by trading with a friend across your Game Link Cable.

001 Bulbasaur

002 Ivysaur

003 Venusaur

004 Charmander

005 Charmeleon

006 Charizard

007 Squirtle

008 Wartortle

009 Blastoise

010 Caterpie

011 Metapod

012 Butterfree

013 Weedle

014 Kakuna

015 Beedrill

016 Pidgey

017 Pidgeotto

018 Pidgeot

01 Rattata

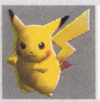
020 Raticate

021 Spearow

022 Fearow

023 Ekans

024 Arbok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026 Raichu

027 Sandshrew

028 Sandslash

029 Nidoran♀

030 Nidorina

031 Nidoqueen

032 Nidoran♂

033 Nidorino

034 Nidoking

035 Clefairy

036 Clefable

037 Vulpix

038 Ninetales

039 Jigglypuff

040 Wigglytuff

041 Zubat

042 Golbat

043 Oddish

044 Gloom

045 Vileplume

046 Paras

047 Parasect

048 Venonat

049 Venomoth

050 Diglett

051 Dugtrio

052 Meowth

053 Persian

054 Psyduck

055 Golduck

056 Mankey

057 Primeape

058 Growlithe

059 Arcanine

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061 Poliwhirl

062 Poliwrath

063 Abra

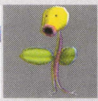
064 Kadabra

065 Alakazam

066 Machop

067 Machoke

068 Machamp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070 Weepinbell

071 Victreebel

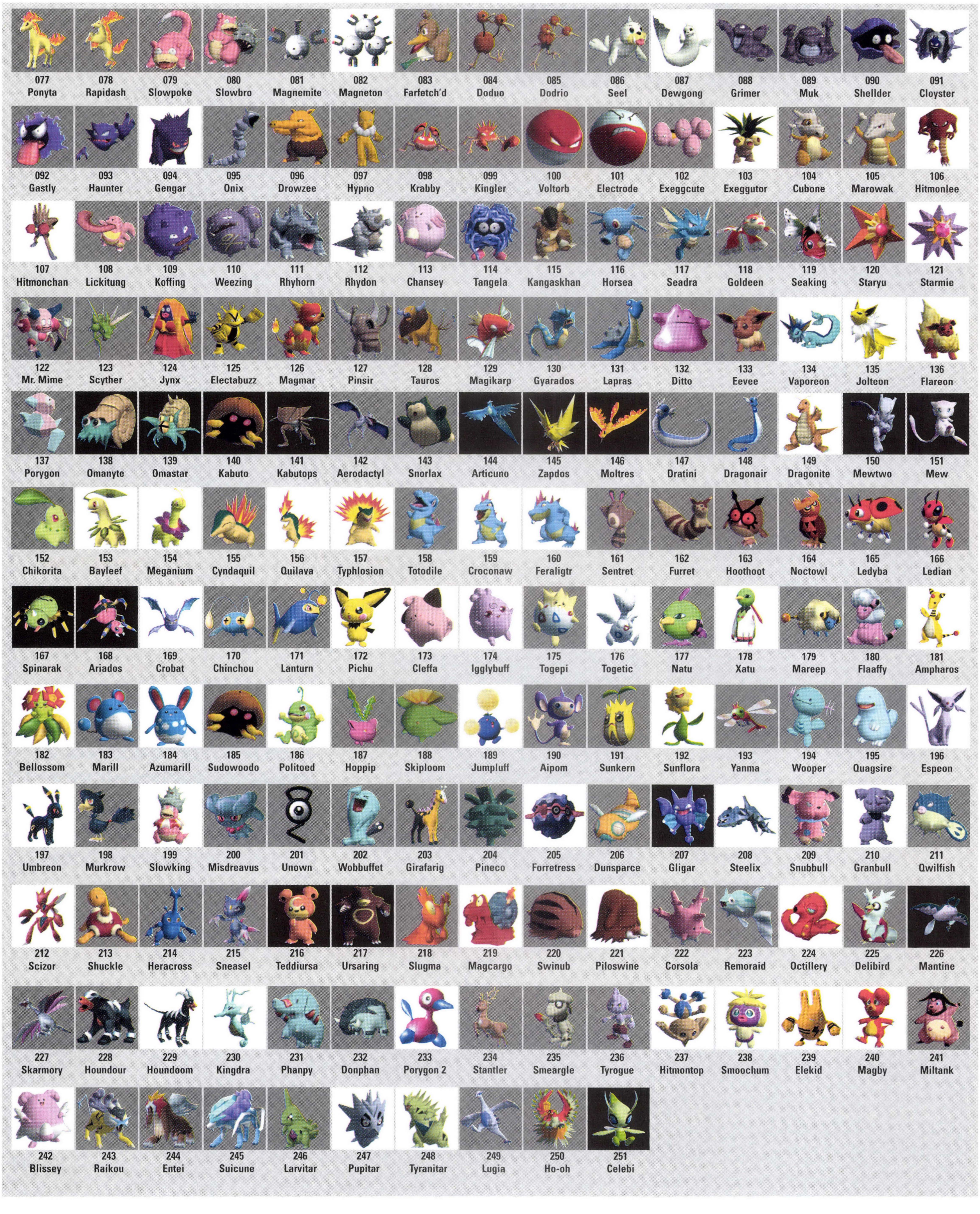
072 Tentacool

073 Tentacruel

074 Geodude

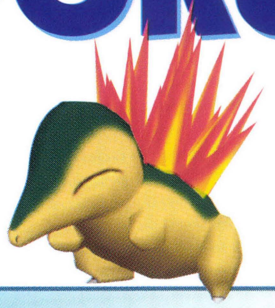
075 Graveler

076 Golem



077 Ponyta
078 Rapidash
079 Slowpoke
080 Slowbro
081 Magnemite
082 Magneton
083 Farfetch'd
084 Doduo
085 Dodrio
086 Seel
087 Dewgong
088 Grimer
089 Muk
090 Shellder
091 Cloyster
092 Gastly
093 Haunter
094 Gengar
095 Onix
096 Drowzee
097 Hypno
098 Krabby
099 Kingler
100 Voltorb
101 Electrode
102 Exeggcute
103 Exeggutor
104 Cubone
105 Marowak
106 Hitmonlee
107 Hitmonchan
108 Lickitung
109 Koffing
110 Weezing
111 Rhyhorn
112 Rhydon
113 Chansey
114 Tangela
115 Kangaskhan
116 Horsea
117 Seadra
118 Goldeen
119 Seaking
120 Staryu
121 Starmie
122 Mr. Mime
123 Scyther
124 Jynx
125 Electabuzz
126 Magmar
127 Pinsir
128 Tauros
129 Magikarp
130 Gyarados
131 Lapras
132 Ditto
133 Eevee
134 Vaporeon
135 Jolteon
136 Flareon
137 Porygon
138 Omanyte
139 Omastar
140 Kabuto
141 Kabutops
142 Aerodactyl
143 Snorlax
144 Articuno
145 Zapdos
146 Moltres
147 Dratini
148 Dragonair
149 Dragonite
150 Mewtwo
151 Mew
152 Chikorita
153 Bayleef
154 Meganium
155 Cyndaquil
156 Quilava
157 Typhlosion
158 Totodile
159 Croconaw
160 Feraligtr
161 Sentret
162 Furret
163 Hoothoot
164 Noctowl
165 Ledyba
166 Ledian
167 Spinarak
168 Ariados
169 Crobat
170 Chinchou
171 Lanturn
172 Pichu
173 Cleffa
174 Igglybuff
175 Togepi
176 Togetic
177 Natu
178 Xatu
179 Mareep
180 Flaaffy
181 Ampharos
182 Bellossom
183 Marill
184 Azumarill
185 Sudowoodo
186 Politoed
187 Hoppip
188 Skiploom
189 Jumpluff
190 Aipom
191 Sunkern
192 Sunflora
193 Yanma
194 Wooper
195 Quagsire
196 Espeon
197 Umbreon
198 Murkrow
199 Slowking
200 Misdreavus
201 Unown
202 Wobbuffet
203 Girafarig
204 Pineco
205 Forretress
206 Dunsparce
207 Gligar
208 Steelix
209 Snubbull
210 Granbull
211 Qwilfish
212 Scizor
213 Shuckle
214 Heracross
215 Sneasel
216 Teddiursa
217 Ursaring
218 Slugma
219 Magcargo
220 Swinub
221 Piloswine
222 Corsola
223 Remoraid
224 Octillery
225 Delibird
226 Mantine
227 Skarmory
228 Houndour
229 Houndoom
230 Kingdra
231 Phanpy
232 Donphan
233 Porygon 2
234 Stantler
235 Smeargle
236 Tyrogue
237 Hitmontop
238 Smoochum
239 Elekid
240 Magby
241 Miltank
242 Blissey
243 Raikou
244 Entei
245 Suicune
246 Larvitar
247 Pupitar
248 Tyranitar
249 Lugia
250 Ho-oh
251 Celebi

POKéDEX



INFORMATION ON HOW THIS POKÉMON EVOLVES INTO THE NEXT FORM.

TYPE OF POKÉMON.

NUMBER AND NAME OF POKÉMON.

STATISTICS FOR HP, SPEED, ATTACK, DEFENSE, SPECIAL ATTACK, AND SPECIAL DEFENSE.

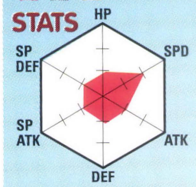
STADIUM CUPS THAT THE POKÉMON CAN COMPETE IN:

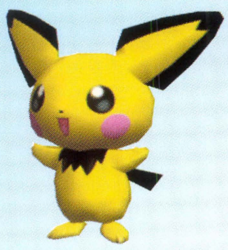
LITTLE CUP	L5 ONLY
POKE CUP	L50-55 ONLY
PRIME CUP	UP TO L100

ALL POKÉMON AT ANY LEVEL CAN PARTICIPATE IN THE GYM LEADER CASTLE.

#172 PICHU™

ELECTRIC





STRONG AGAINST E FL

WEAK AGAINST GD

GOLD AND SILVER MOVES LIST

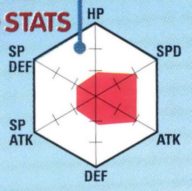
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
❑	S	Thundershock	Electric	40	100	30
❑	S	Charm	Normal	—	100	20
❑	6	Tail Whip	Normal	—	100	30
❑	8	Thunder Wave	Electric	—	100	20
❑	11	Sweet Kiss	Normal	—	75	10

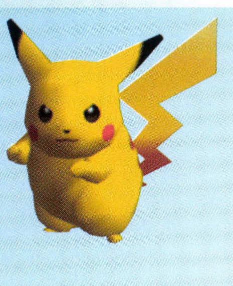
THIS SHOWS YOU WHICH MOVES THE POKÉMON LEARNS IN THE METAL VERSIONS OF THE GAME.

TAMING

#25 PIKACHU™

ELECTRIC





STRONG AGAINST E FL

WEAK AGAINST GD

GOLD AND SILVER MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
❑	S	Thundershock	Electric	40	100	30
❑	S	Growl	Normal	—	100	40
❑	6	Tail Whip	Normal	—	100	30
❑	8	Thunder Wave	Electric	—	100	20
❑	11	Quick Attack	Normal	40	100	30
❑	15	Double Team	Normal	—	—	15
❑	20	Slam	Normal	80	75	20
❑	26	Thunderbolt	Electric	95	100	15
❑	33	Agility	Psychic	—	—	30
❑	41	Thunder	Electric	120	70	10
❑	50	Light Screen	Psychic	—	—	30

R/B/Y MOVES LIST

	R/B LV	Y LV	MOVE NAME	TYPE	POW	ACC	PP
❑	S	S	Thundershock	Electric	40	100	30
❑	S	S	Growl	Normal	—	100	40
❑		6	Tail Whip	Normal	—	100	30
❑	9	8	Thunder Wave	Electric	—	100	20
❑	16	11	Quick Attack	Normal	40	100	30
❑		15	Double Team	Normal	—	—	15
❑		20	Slam	Normal	80	75	20
❑		26	Thunderbolt	Electric	95	100	15
❑	26	—	Swift	Normal	60	100	20
❑	33	33	Agility	Psychic	—	—	30
❑	43	41	Thunder	Electric	120	70	10
❑		50	Light Screen	Psychic	—	—	30

THIS CATOLOGS WHAT TYPES OF MOVES THE POKÉMON ARE STRONG AGAINSTS AND WHICH IT IS WEAK AGAINSTS.

THIS SHOWS YOU WHICH MOVES THE POKÉMON LEARNS IN THE COLOR VERSIONS OF THE GAME THE INFORMATION AND STATS GIVEN FOR EACH MOVE CORRESPOND TO WHAT IS USED IN THE METAL VERSIONS OF POKÉMON AND THUS IN POKÉMON STADIUM 2.

Abbreviations for Pokémon and Move Types

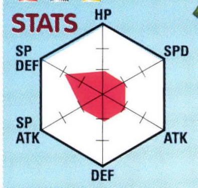
N	NORMAL	GH	GHOST
B	BUG	GR	GRASS
D	DRAGON	I	ICE
DK	DARK	PO	POISON
E	ELECTRIC	PS	PSYCHIC
FI	FIRE	R	ROCK
FL	FLYING	S	STEEL
FT	FIGHTING	W	WATER
GD	GROUND	?	?

NOTE

FOR MORE INFORMATION ON YOUR FAVORITE POKÉMON FROM POKÉMON RED, BLUE, YELLOW, GOLD, OR SILVER, INCLUDING INDIVIDUAL HOW TO CATCH AND TM/HM STATS, CHECK OUT POKÉMON MASTER POKÉDEX: PRIMA'S OFFICIAL STRATEGY GUIDE!

#152 CHIKORITA™

GRASS



STRONG AGAINST E GR GD W

WEAK AGAINST B FI FL I PO

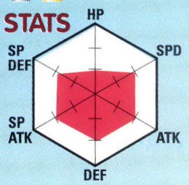
GOLD AND SILVER MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Tackle	Normal	35	95	35
☐	S	Growl	Normal	—	100	40
☐	8	Razor Leaf	Grass	55	95	25
☐	12	Reflect	Psychic	—	—	20
☐	15	Poisonpowder	Poison	—	75	35
☐	22	Synthesis	Grass	—	—	5
☐	29	Body Slam	Normal	85	100	15
☐	36	Light Screen	Psychic	—	—	30
☐	43	Safeguard	Normal	—	—	25
☐	50	Solarbeam	Grass	120	100	10

L16

1H#153 BAYLEEF™

GRASS



STRONG AGAINST E GR GD W

WEAK AGAINST B FI FL I PO

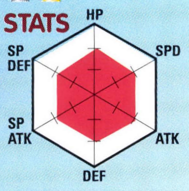
GOLD AND SILVER MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Tackle	Normal	35	95	35
☐	S	Growl	Normal	—	100	40
☐	8	Razor Leaf	Grass	55	95	25
☐	12	Reflect	Psychic	—	—	20
☐	15	Poisonpowder	Poison	—	75	35
☐	23	Synthesis	Grass	—	—	5
☐	31	Body Slam	Normal	85	100	15
☐	39	Light Screen	Psychic	—	—	30
☐	47	Safeguard	Normal	—	—	25
☐	55	Solarbeam	Grass	120	100	10

L32

#154 MEGANIUM™

GRASS



STRONG AGAINST E GR GD W

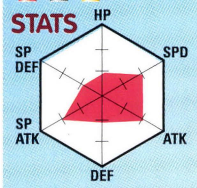
WEAK AGAINST B FI FL I PO

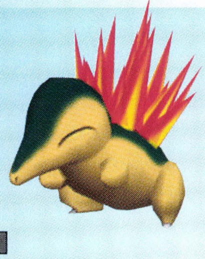
GOLD AND SILVER MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Tackle	Normal	35	95	35
☐	S	Growl	Normal	—	100	40
☐	8	Razor Leaf	Grass	55	95	25
☐	12	Reflect	Psychic	—	—	20
☐	15	Poisonpowder	Poison	—	75	35
☐	23	Synthesis	Grass	—	—	5
☐	31	Body Slam	Normal	85	100	15
☐	41	Light Screen	Psychic	—	—	30
☐	51	Safeguard	Normal	—	—	25
☐	61	Solarbeam	Grass	120	100	10

#155 CYNDAQUIL™

FIRE





STRONG AGAINST B FI GR I S

WEAK AGAINST GD R W

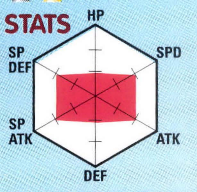
GOLD AND SILVER MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Tackle	Normal	35	95	35
☐	S	Leer	Normal	—	100	30
☐	6	Smokescreen	Normal	—	100	20
☐	12	Ember	Fire	40	100	25
☐	19	Quick Attack	Normal	40	100	30
☐	27	Flame Wheel	Fire	60	100	25
☐	36	Swift	Normal	60	—	20
☐	46	Flamethrower	Fire	95	100	15

L14

#156 QUILAVA™

FIRE



STRONG AGAINST B FI GR I S

WEAK AGAINST GD R W

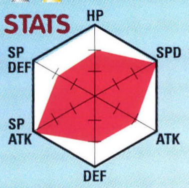
GOLD AND SILVER MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Tackle	Normal	35	95	35
☐	S	Leer	Normal	—	100	30
☐	6	Smokescreen	Normal	—	100	20
☐	12	Ember	Fire	40	100	25
☐	21	Quick Attack	Normal	40	100	30
☐	31	Flame Wheel	Fire	60	100	25
☐	42	Swift	Normal	60	—	20
☐	54	Flamethrower	Fire	95	100	15

L36

#157 TYPHLOSION™

FIRE



STRONG AGAINST B FI GR I S

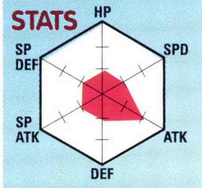
WEAK AGAINST GR R W

GOLD AND SILVER MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Tackle	Normal	35	95	35
☐	S	Leer	Normal	—	100	30
☐	6	Smokescreen	Normal	—	100	20
☐	12	Ember	Fire	40	100	25
☐	21	Quick Attack	Normal	40	100	30
☐	31	Flame Wheel	Fire	60	100	25
☐	45	Swift	Normal	60	—	20
☐	60	Flamethrower	Fire	95	100	15

#158 TOTODILE™

WATER



STRONG AGAINST FI I S W

WEAK AGAINST E GR

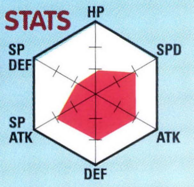
GOLD AND SILVER MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Scratch	Normal	40	100	35
☐	S	Leer	Normal	—	100	30
☐	7	Rage	Normal	20	100	20
☐	13	Water Gun	Water	40	100	25
☐	20	Bite	Dark	60	100	25
☐	27	Scary Face	Normal	—	90	10
☐	35	Slash	Normal	70	100	20
☐	43	Screech	Normal	—	85	40
☐	52	Hydro Pump	Water	120	80	5

L18

#159 CROCONAW™

WATER



STRONG AGAINST FI I S W

WEAK AGAINST E GR

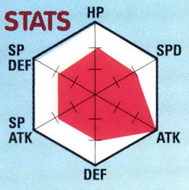
GOLD AND SILVER MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Scratch	Normal	40	100	35
☐	S	Leer	Normal	—	100	30
☐	7	Rage	Normal	20	100	20
☐	13	Water Gun	Water	40	100	25
☐	21	Bite	Dark	60	100	25
☐	28	Scary Face	Normal	—	90	10
☐	37	Slash	Normal	70	100	20
☐	45	Screech	Normal	—	85	40
☐	55	Hydro Pump	Water	120	80	5

L30

#160 FERALIGATR™

WATER



STRONG AGAINST FI I S W

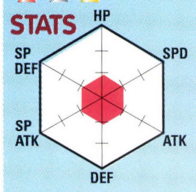
WEAK AGAINST E GR

GOLD AND SILVER MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Scratch	Normal	40	100	35
☐	S	Leer	Normal	—	100	30
☐	7	Rage	Normal	20	100	20
☐	13	Water Gun	Water	40	100	25
☐	21	Bite	Dark	60	100	25
☐	28	Scary Face	Normal	—	90	10
☐	38	Slash	Normal	70	100	20
☐	47	Screech	Normal	—	85	40
☐	58	Hydro Pump	Water	120	80	5

#16 PIDGEY™

NORMAL
FLYING



STRONG AGAINST: B GH GR GD
WEAK AGAINST: E I R

GOLD AND SILVER MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Tackle	Normal	35	95	35
☐	5	Sand-Attack	Ground	—	100	15
☐	9	Gust	Flying	40	100	35
☐	15	Quick Attack	Normal	40	100	30
☐	21	Whirlwind	Normal	—	100	20
☐	29	Wing Attack	Flying	60	100	35
☐	37	Agility	Psychic	—	—	30
☐	47	Mirror Move	Flying	—	—	20

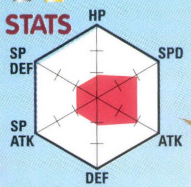
R/B/Y MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Gust	Flying	40	100	35
☐	5	Sand-Attack	Ground	—	100	15
☐	12	Quick Attack	Normal	40	100	30
☐	19	Whirlwind	Normal	—	100	20
☐	28	Wing Attack	Flying	60	100	35
☐	36	Agility	Psychic	—	—	30
☐	44	Mirror Move	Flying	—	—	20

L18

#17 PIDGEOTTO™

NORMAL
FLYING



STRONG AGAINST: B GH GR GD
WEAK AGAINST: E I R

GOLD AND SILVER MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Tackle	Normal	35	95	35
☐	5	Sand-Attack	Ground	—	100	15
☐	9	Gust	Flying	40	100	35
☐	15	Quick Attack	Normal	40	100	30
☐	23	Whirlwind	Normal	—	100	20
☐	33	Wing Attack	Flying	60	100	35
☐	43	Agility	Psychic	—	—	30
☐	55	Mirror Move	Flying	—	—	20

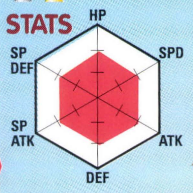
R/B/Y MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Gust	Flying	40	100	35
☐	5	Sand-Attack	Ground	—	100	15
☐	12	Quick Attack	Normal	40	100	30
☐	21	Whirlwind	Normal	—	100	20
☐	31	Wing Attack	Flying	60	100	35
☐	40	Agility	Psychic	—	—	30
☐	49	Mirror Move	Flying	—	—	20

L36

#18 PIDGEOT™

NORMAL
FLYING



STRONG AGAINST: B GH GR GD
WEAK AGAINST: E I R

GOLD AND SILVER MOVES LIST

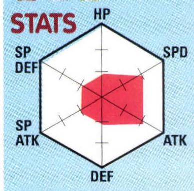
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Tackle	Normal	35	95	35
☐	5	Sand-Attack	Ground	—	100	15
☐	9	Gust	Flying	40	100	35
☐	15	Quick Attack	Normal	40	100	30
☐	23	Whirlwind	Normal	—	100	20
☐	33	Wing Attack	Flying	60	100	35
☐	46	Agility	Psychic	—	—	30
☐	61	Mirror Move	Flying	—	—	20

R/B/Y MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Gust	Flying	40	100	35
☐	5	Sand-Attack	Ground	—	100	15
☐	12	Quick Attack	Normal	40	100	30
☐	21	Whirlwind	Normal	—	100	20
☐	31	Wing Attack	Flying	60	100	35
☐	44	Agility	Psychic	—	—	30
☐	54	Mirror Move	Flying	—	—	20

#21 SPEAROW™

NORMAL
FLYING



STRONG AGAINST: B GH GR GD
WEAK AGAINST: E I R

GOLD AND SILVER MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Peck	Flying	35	100	35
☐	S	Growl	Normal	—	100	40
☐	7	Leer	Normal	—	100	30
☐	13	Fury Attack	Normal	15	85	20
☐	25	Pursuit	Dark	40	100	20
☐	31	Mirror Move	Flying	—	—	20
☐	37	Drill Peck	Flying	80	100	20
☐	43	Agility	Psychic	—	—	30

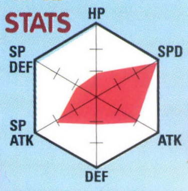
R/B/Y MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Peck	Flying	35	100	35
☐	S	Growl	Normal	—	100	40
☐	9	Leer	Normal	—	100	30
☐	15	Fury Attack	Normal	15	85	20
☐	22	Mirror Move	Flying	—	—	20
☐	29	Drill Peck	Flying	80	100	20
☐	36	Agility	Psychic	—	—	30

L20

#22 FEAROW™

NORMAL
FLYING



STRONG AGAINST: B GH GR GD
WEAK AGAINST: E I R

GOLD AND SILVER MOVES LIST

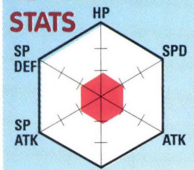
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Peck	Flying	35	100	35
☐	S	Growl	Normal	—	100	40
☐	7	Leer	Normal	—	100	30
☐	13	Fury Attack	Normal	15	85	20
☐	26	Pursuit	Dark	40	100	20
☐	32	Mirror Move	Flying	—	—	20
☐	40	Drill Peck	Flying	80	100	20
☐	47	Agility	Psychic	—	—	30

R/B/Y MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Peck	Flying	35	100	35
☐	S	Growl	Normal	—	100	40
☐	9	Leer	Normal	—	100	30
☐	15	Fury Attack	Normal	15	85	20
☐	25	Mirror Move	Flying	—	—	20
☐	34	Drill Peck	Flying	80	100	20
☐	43	Agility	Psychic	—	—	30

#163 HOOTHOOT™

NORMAL
FLYING

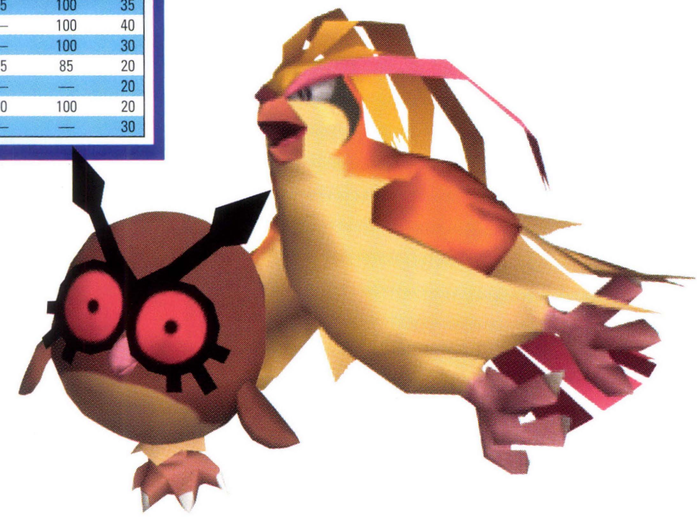


STRONG AGAINST: B GH GR GD
WEAK AGAINST: E I R

GOLD AND SILVER MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Tackle	Normal	35	95	35
☐	S	Growl	Normal	—	100	40
☐	6	Foresight	Normal	—	100	40
☐	11	Peck	Flying	35	100	35
☐	16	Hypnosis	Psychic	—	60	20
☐	22	Reflect	Psychic	—	—	20
☐	28	Take Down	Normal	90	85	20
☐	34	Confusion	Psychic	50	100	25
☐	48	Dream Eater	Psychic	100	100	15

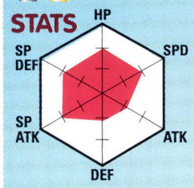
TO #164: L20



#164 NOCTOWL™

NORMAL
FLYING

STATS



STRONG AGAINST B GH GR GD
WEAK AGAINST E I R

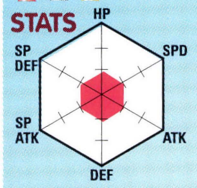
GOLD AND SILVER MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Tackle	Normal	35	95	35
☐	S	Growl	Normal	—	100	40
☐	6	Foresight	Normal	—	100	40
☐	11	Peck	Flying	35	100	35
☐	16	Hypnosis	Psychic	—	60	20
☐	25	Reflect	Psychic	—	—	20
☐	33	Take Down	Normal	90	85	20
☐	41	Confusion	Psychic	50	100	25
☐	57	Dream Eater	Psychic	100	100	15

#161 SENTRET™

NORMAL

STATS



STRONG AGAINST GH
WEAK AGAINST FT

GOLD AND SILVER MOVES LIST

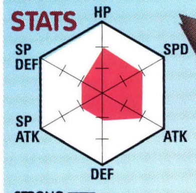
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Tackle	Normal	35	95	35
☐	5	Defense Curl	Normal	—	—	40
☐	11	Quick Attack	Normal	40	100	30
☐	17	Fury Swipes	Normal	18	80	15
☐	25	Slam	Normal	80	75	20
☐	33	Rest	Psychic	—	—	10
☐	41	Amnesia	Psychic	—	—	20

L15

#162 FURRET™

NORMAL

STATS



STRONG AGAINST GH
WEAK AGAINST FT

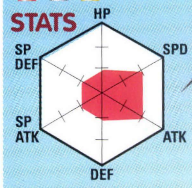
GOLD AND SILVER MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Tackle	Normal	35	95	35
☐	5	Defense Curl	Normal	—	—	40
☐	11	Quick Attack	Normal	40	100	30
☐	18	Fury Swipes	Normal	18	80	15
☐	28	Slam	Normal	80	75	20
☐	38	Rest	Psychic	—	—	10
☐	48	Amnesia	Psychic	—	—	20

#19 RATTATA™

NORMAL

STATS



STRONG AGAINST GH
WEAK AGAINST FT

GOLD AND SILVER MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Tackle	Normal	35	95	35
☐	S	Tail Whip	Normal	—	100	30
☐	7	Quick Attack	Normal	40	100	30
☐	13	Hyper Fang	Normal	80	90	15
☐	20	Scary Face	Normal	—	—	30
☐	27	Pursuit	Dark	40	100	20
☐	34	Super Fang	Normal	—	90	10

R/B/Y MOVES LIST

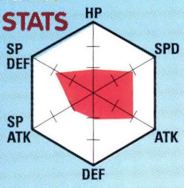
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Tackle	Normal	35	95	35
☐	S	Tail Whip	Normal	—	100	30
☐	7	Quick Attack	Normal	40	100	30
☐	14	Hyper Fang	Normal	80	90	15
☐	23	Focus Energy	Normal	—	—	30
☐	34	Super Fang	Normal	—	90	10

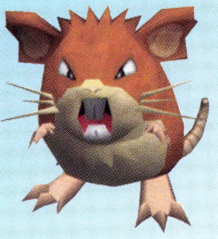
L20

#20 RATICATE™

NORMAL

STATS





STRONG AGAINST GH
WEAK AGAINST FT

GOLD AND SILVER MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Tackle	Normal	35	95	35
☐	S	Tail Whip	Normal	—	100	30
☐	7	Quick Attack	Normal	40	100	30
☐	13	Hyper Fang	Normal	80	90	15
☐	20	Scary Face	Normal	—	90	10
☐	30	Pursuit	Dark	40	100	20
☐	40	Super Fang	Normal	—	90	10

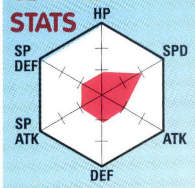
R/B/Y MOVES LIST

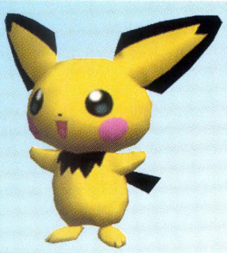
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Tackle	Normal	35	95	35
☐	S	Tail Whip	Normal	—	100	30
☐	7	Quick Attack	Normal	40	100	30
☐	14	Hyper Fang	Normal	80	90	15
☐	27	Focus Energy	Normal	—	—	30
☐	41	Super Fang	Normal	—	90	10

#172 PICHU™

ELECTRIC

STATS





STRONG AGAINST E FL
WEAK AGAINST GD

GOLD AND SILVER MOVES LIST

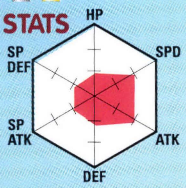
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Thundershock	Electric	40	100	30
☐	S	Charm	Normal	—	100	20
☐	6	Tail Whip	Normal	—	100	30
☐	8	Thunder Wave	Electric	—	100	20
☐	11	Sweet Kiss	Normal	—	75	10

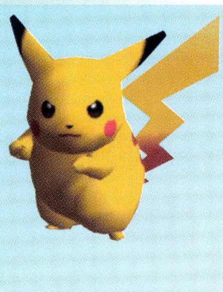
TAMING

#25 PIKACHU™

ELECTRIC

STATS





STRONG AGAINST E FL
WEAK AGAINST GD

GOLD AND SILVER MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Thundershock	Electric	40	100	30
☐	S	Growl	Normal	—	100	40
☐	6	Tail Whip	Normal	—	100	30
☐	8	Thunder Wave	Electric	—	100	20
☐	11	Quick Attack	Normal	40	100	30
☐	15	Double Team	Normal	—	—	15
☐	20	Slam	Normal	80	75	20
☐	26	Thunderbolt	Electric	95	100	15
☐	33	Agility	Psychic	—	—	30
☐	41	Thunder	Electric	120	70	10
☐	50	Light Screen	Psychic	—	—	30

R/B/Y MOVES LIST

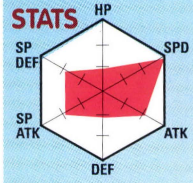
	R/B LV	Y LV	MOVE NAME	TYPE	POW	ACC	PP
☐	S	S	Thundershock	Electric	40	100	30
☐	S	S	Growl	Normal	—	100	40
☐		6	Tail Whip	Normal	—	100	30
☐	9	8	Thunder Wave	Electric	—	100	20
☐	16	11	Quick Attack	Normal	40	100	30
☐		15	Double Team	Normal	—	—	15
☐		20	Slam	Normal	80	75	20
☐		26	Thunderbolt	Electric	95	100	15
☐	26	—	Swift	Normal	60	100	20
☐	33	33	Agility	Psychic	—	—	30
☐	43	41	Thunder	Electric	120	70	10
☐		50	Light Screen	Psychic	—	—	30

TO #26: THUNDERSTONE

#26 RAICHU™

ELECTRIC

STATS



STRONG AGAINST: E, FL
WEAK AGAINST: GD

GOLD AND SILVER MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Thundershock	Electric	40	100	30
☐	S	Tail Whip	Normal	—	100	30
☐	S	Quick Attack	Normal	40	100	30
☐	S	Thunderbolt	Electric	95	100	15

R/B/Y MOVES LIST

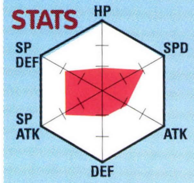
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Thundershock	Electric	40	100	30
☐	S	Growl	Normal	—	100	40
☐	*	Thunder Wave	Electric	—	100	20

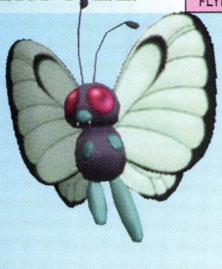
*A captured Raichu has Thunder Wave as a Standard attack. A Raichu evolved from a Pikachu cannot learn this move.

#12 BUTTERFREE™

BUG
FLYING

STATS





STRONG AGAINST: B, FT, GR, GD
WEAK AGAINST: E, FI, FL, I, R

GOLD AND SILVER MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	10	Confusion	Psychic	50	100	25
☐	13	Poisonpowder	Poison	—	75	35
☐	14	Stun Spore	Grass	—	75	30
☐	15	Sleep Powder	Grass	—	75	15
☐	18	Supersonic	Normal	—	55	20
☐	23	Whirlwind	Normal	—	100	20
☐	28	Gust	Flying	40	100	35
☐	34	Psybeam	Psychic	65	100	20
☐	40	Safeguard	Normal	—	—	25

R/B/Y MOVES LIST

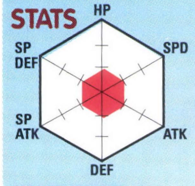
	R/B LV	Y LV	MOVE NAME	TYPE	POW	ACC	PP
☐	*	*	Tackle	Normal	35	95	35
☐	*	*	String Shot	Bug	—	95	40
☐	*	*	Harden	Normal	—	—	30
☐	12	10	Confusion	Psychic	50	100	25
☐	15	13	Poisonpowder	Poison	—	75	35
☐	16	14	Stun Spore	Grass	—	75	30
☐	17	15	Sleep Powder	Grass	—	75	15
☐	21	18	Supersonic	Normal	—	55	20
☐	26	23	Whirlwind	Normal	—	100	20
☐		28	Gust	Flying	40	100	35
☐	32	34	Psybeam	Psychic	65	100	20

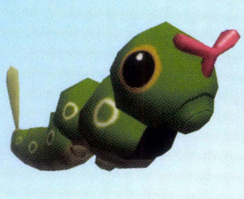
*Butterfree raised from a Caterpie know Tackle, String Shot, and Harden while a Butterfree raised from a Metapod only knows Harden.

#10 CATERPIE™

BUG

STATS





STRONG AGAINST: FT, GR, GD
WEAK AGAINST: FI, FL, R

GOLD AND SILVER MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Tackle	Normal	35	95	35
☐	S	String Shot	Bug	—	95	40

R/B/Y MOVES LIST

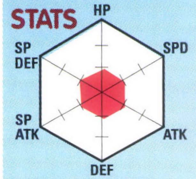
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Tackle	Normal	35	95	35
☐	S	String Shot	Bug	—	95	40

L7

#13 WEEDLE™

BUG
POISON

STATS



STRONG AGAINST: B, FT, GR, PO
WEAK AGAINST: FI, FL, PS, R

GOLD AND SILVER MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Poison Sting	Poison	15	100	35
☐	S	String Shot	Bug	—	95	40

R/B/Y MOVES LIST

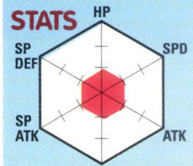
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Tackle	Normal	35	95	35
☐	S	String Shot	Bug	—	95	40

L7

#14 KAKUNA™

BUG
POISON

STATS



STRONG AGAINST: B, FT, GR, PO
WEAK AGAINST: FI, FL, PS, R

GOLD AND SILVER MOVES LIST

	LEVELMOVE NAME		TYPE	POW	ACC	PP
☐	S	Harden	Normal	—	—	30

R/B/Y MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	*	Poison Sting	Poison	15	100	35
☐	*	String Shot	Bug	—	95	40
☐	S	Harden	Normal	—	—	30

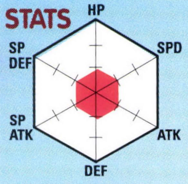
*A Kakuna raised from a Weedle knows these moves. A wild Kakuna does not know these moves.

L10

#11 METAPOD™

BUG

STATS



STRONG AGAINST: FT, GR, GD
WEAK AGAINST: FI, FL, R

TO #12: L10

GOLD AND SILVER MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Harden	Normal	—	—	30

R/B/Y MOVES LIST

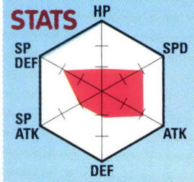
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	*	Tackle	Normal	35	95	35
☐	*	String Shot	Bug	—	95	40
☐	S	Harden	Normal	—	—	30

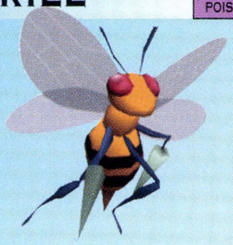
*A Metapod evolved from a Caterpie knows these moves. A Metapod caught in the wild does not.

#15 BEEDRILL™

BUG
POISON

STATS





STRONG AGAINST: B, FT, GR, PO
WEAK AGAINST: FI, FL, PS, R

GOLD AND SILVER MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	10	Fury Attack	Normal	15	85	20
☐	15	Focus Energy	Normal	—	—	30
☐	20	Twineedle	Bug	25	100	20
☐	25	Rage	Normal	20	100	20
☐	30	Pursuit	Dark	40	100	20
☐	35	Pin Missile	Bug	14	85	20
☐	40	Agility	Psychic	—	—	30

R/B/Y MOVES LIST

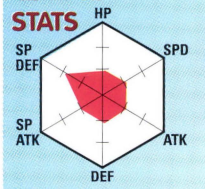
	R/B LV	MOVE NAME	TYPE	POW	ACC	PP
☐	*	Poison Sting	Poison	15	100	35
☐	*	String Shot	Bug	—	95	40
☐	*	Harden	Normal	—	—	30
☐	12	Fury Attack	Normal	15	85	20
☐	16	Focus Energy	Normal	—	—	30
☐	20	Twineedle	Bug	25	100	20
☐	25	Rage	Normal	20	100	20
☐	30	Pin Missile	Bug	14	85	20
☐	35	Agility	Psychic	—	—	30

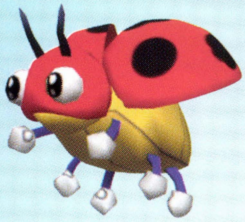
*A Beedrill raised from a Weedle knows Poison String, String Shot, and Harden while a Beedrill raised from a Kakuna only knows Harden.

#165 LEDYBA™

BUG
FLYING

STATS





STRONG AGAINST B FT GR GD
WEAK AGAINST E FI FL I R

GOLD AND SILVER MOVES LIST

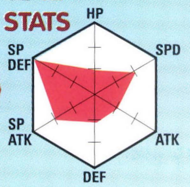
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Tackle	Normal	35	95	35
☐	8	Supersonic	Normal	—	55	20
☐	15	Comet Punch	Normal	18	85	15
☐	22	Light Screen	Psychic	—	—	30
☐	22	Reflect	Psychic	—	—	20
☐	22	Safeguard	Normal	—	—	25
☐	29	Baton Pass	Normal	—	—	40
☐	36	Swift	Normal	60	—	20
☐	43	Agility	Psychic	—	—	30
☐	50	Double-Edge	Normal	120	100	15

L18

#166 LEDIAN™

BUG
FLYING

STATS



STRONG AGAINST B FT GR GD
WEAK AGAINST E FI FL I R

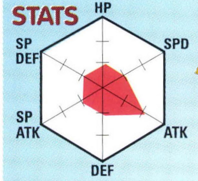
GOLD AND SILVER MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Tackle	Normal	35	95	35
☐	8	Supersonic	Normal	—	55	20
☐	15	Comet Punch	Normal	18	85	15
☐	24	Light Screen	Psychic	—	—	30
☐	24	Reflect	Psychic	—	—	20
☐	24	Safeguard	Normal	—	—	25
☐	33	Baton Pass	Normal	—	—	40
☐	42	Swift	Normal	60	—	20
☐	51	Agility	Psychic	—	—	30
☐	60	Double-Edge	Normal	120	100	15

#167 SPINARAK™

BUG
POISON

STATS



STRONG AGAINST B FT GR PO
WEAK AGAINST FI FL PS R

GOLD AND SILVER MOVES LIST

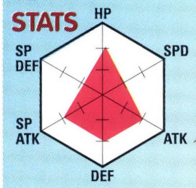
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Poison Sting	Poison	15	100	35
☐	S	String Shot	Bug	—	95	40
☐	6	Scary Face	Normal	—	90	10
☐	11	Constrict	Normal	10	100	35
☐	17	Night Shade	Ghost	—	100	15
☐	23	Leech Life	Bug	20	100	15
☐	30	Fury Swipes	Normal	18	80	15
☐	37	Spider Web	Bug	—	100	10
☐	45	Screech	Normal	—	85	40
☐	53	Psychic	Psychic	90	100	10

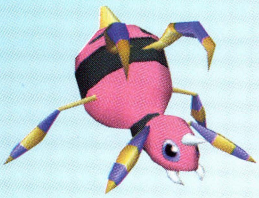
TO #168: L22

#168 ARIADOS™

BUG
POISON

STATS





STRONG AGAINST B FT GR PO
WEAK AGAINST FI FL PS R

GOLD AND SILVER MOVES LIST

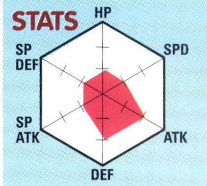
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Poison Sting	Poison	15	100	35
☐	S	String Shot	Bug	—	95	40
☐	6	Scary Face	Normal	—	90	10
☐	11	Constrict	Normal	10	100	35
☐	17	Night Shade	Ghost	—	100	15
☐	25	Leech Life	Bug	20	100	15
☐	34	Fury Swipes	Normal	18	80	15
☐	43	Spider Web	Bug	—	100	10
☐	53	Screech	Normal	—	85	40
☐	63	Psychic	Psychic	90	100	10

RAICHU
L50 Nm ♂
HP:
109/ 148
MILTANK
L50 Nm ♀
HP:
155/ 155

#74 GEODUDE™

ROCK
GROUND

STATS



STRONG AGAINST E FI FL N PO R
WEAK AGAINST FT GR GD I S W

GOLD AND SILVER MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Tackle	Normal	35	95	35
☐	6	Defense Curl	Normal	—	—	40
☐	11	Rock Throw	Rock	50	90	15
☐	16	Magnitude	Ground	—	100	30
☐	21	Selfdestruct	Normal	200	100	5
☐	26	Harden	Normal	—	—	30
☐	31	Rollout	Rock	30	90	20
☐	36	Earthquake	Ground	100	100	10
☐	41	Explosion	Normal	250	100	5

R/B/Y MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Tackle	Normal	35	95	35
☐	11	Defense Curl	Normal	—	—	40
☐	16	Rock Throw	Rock	50	90	15
☐	21	Selfdestruct	Normal	200	100	5
☐	26	Harden	Normal	—	—	30
☐	31	Earthquake	Ground	100	100	10
☐	36	Explosion	Normal	250	100	5

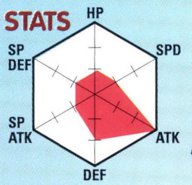
L25

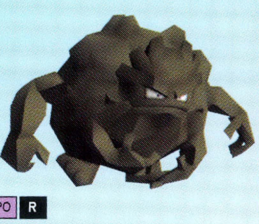
BEEdrill
L45 Nm ♀
HP:
140/ 140
corSOLA
L45 Nm ♀
HP:
127/ 127

#75 GRAVELER™

ROCK
GROUND

STATS





STRONG AGAINST E FI FL N PO R
WEAK AGAINST FT GR GD I S W

GOLD AND SILVER MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Tackle	Normal	35	95	35
☐	6	Defense Curl	Normal	—	—	40
☐	11	Rock Throw	Rock	50	90	15
☐	16	Magnitude	Ground	—	100	30
☐	21	Selfdestruct	Normal	200	100	5
☐	27	Harden	Normal	—	—	30
☐	34	Rollout	Rock	30	90	20
☐	41	Earthquake	Ground	100	100	10
☐	48	Explosion	Normal	250	100	5

R/B/Y MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Tackle	Normal	35	95	35
☐	11	Defense Curl	Normal	—	—	40
☐	16	Rock Throw	Rock	50	90	15
☐	21	Selfdestruct	Normal	200	100	5
☐	29	Harden	Normal	—	—	30
☐	36	Earthquake	Ground	100	100	10
☐	43	Explosion	Normal	250	100	5

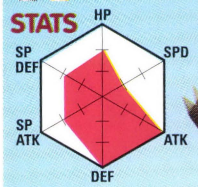
TO #76: TRADE W/GAME LINK CABLE

MEGAMIUM
L50 Nm ♂
HP:
148/ 148
HIGOLEM
L50 Nm ♂
HP:
160/ 160

#76 GOLEM™

ROCK
GROUND

STATS



STRONG AGAINST: E FI FL N PO R
WEAK AGAINST: FT GR GD I S W

GOLD AND SILVER MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Tackle	Normal	35	95	35
☐	6	Defense Curl	Normal	—	—	40
☐	11	Rock Throw	Rock	50	90	15
☐	16	Magnitude	Ground	—	100	30
☐	21	Selfdestruct	Normal	200	100	5
☐	27	Harden	Normal	—	—	30
☐	34	Rollout	Rock	30	90	20
☐	41	Earthquake	Ground	100	100	10
☐	48	Explosion	Normal	250	100	5

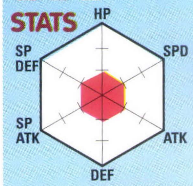
R/B/Y MOVES LIST

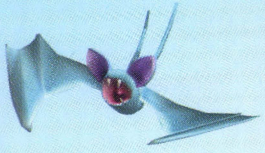
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Tackle	Normal	35	95	35
☐	11	Defense Curl	Normal	—	—	40
☐	16	Rock Throw	Rock	50	90	15
☐	21	Selfdestruct	Normal	200	100	5
☐	29	Harden	Normal	—	—	30
☐	36	Earthquake	Ground	100	100	10
☐	43	Explosion	Normal	250	100	5

#41 ZUBAT™

POISON
FLYING

STATS





STRONG AGAINST: B FL GR GD PO
WEAK AGAINST: E I PS R

GOLD AND SILVER MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Leech Life	Bug	20	100	15
☐	6	Supersonic	Normal	—	55	20
☐	12	Bite	Dark	60	100	25
☐	19	Confuse Ray	Ghost	—	100	10
☐	27	Wing Attack	Flying	60	100	35
☐	36	Mean Look	Normal	—	100	5
☐	46	Haze	Ice	—	—	30

R/B/Y MOVES LIST

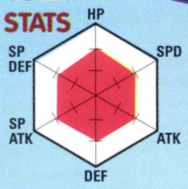
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Leech Life	Bug	20	100	15
☐	S	Screech	Normal	—	85	40
☐	10	Supersonic	Normal	—	55	20
☐	15	Bite	Dark	60	100	25
☐	21	Confuse Ray	Ghost	—	100	10
☐	28	Wing Attack	Flying	60	100	35
☐	36	Haze	Ice	—	—	30

L22

#42 GOLBAT™

POISON
FLYING

STATS



STRONG AGAINST: B FL GR GD PO
WEAK AGAINST: E I PS R

GOLD AND SILVER MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Screech	Normal	—	85	40
☐	S	Leech Life	Bug	20	100	15
☐	6	Supersonic	Normal	—	55	20
☐	12	Bite	Dark	60	100	25
☐	19	Confuse Ray	Ghost	—	100	10
☐	30	Wing Attack	Flying	60	100	35
☐	42	Mean Look	Normal	—	100	5
☐	55	Haze	Ice	—	—	30

R/B/Y MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Leech Life	Bug	20	100	15
☐	*	Screech	Normal	—	85	40
☐	10	Supersonic	Normal	—	55	20
☐	15	Bite	Dark	60	100	25
☐	21	Confuse Ray	Ghost	—	100	10
☐	32	Wing Attack	Flying	60	100	35
☐	43	Haze	Ice	—	—	30

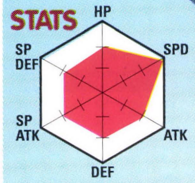
*A Golbat caught in the wild or obtained from a slot machine will have this move.

TO #169: TAMING

#169 CROBAT™

POISON
FLYING

STATS



STRONG AGAINST: B FL GR GD PO
WEAK AGAINST: E I PS R

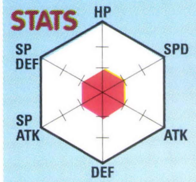
GOLD AND SILVER MOVES LIST

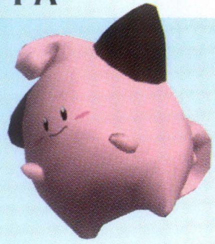
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Screech	Normal	—	85	40
☐	S	Leech Life	Bug	20	100	15
☐	6	Supersonic	Normal	—	55	20
☐	12	Bite	Dark	60	100	25
☐	19	Confuse Ray	Ghost	—	100	10
☐	30	Wing Attack	lying	60	100	35
☐	42	Mean Look	Normal	—	100	5
☐	55	Haze	Ice	—	—	30

#173 CLEFFA™

NORMAL

STATS





STRONG AGAINST: GH
WEAK AGAINST: FT

GOLD AND SILVER MOVES LIST

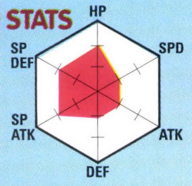
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Pound	Normal	40	100	35
☐	S	Charm	Normal	—	100	20
☐	4	Encore	Normal	—	100	5
☐	8	Sing	Normal	—	55	15
☐	13	Sweet Kiss	Normal	—	75	10

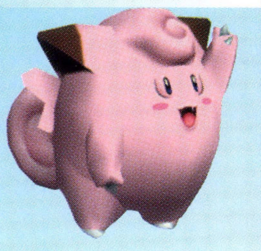
TAMING

#35 CLEFAIRY™

NORMAL

STATS





STRONG AGAINST: GH
WEAK AGAINST: FT

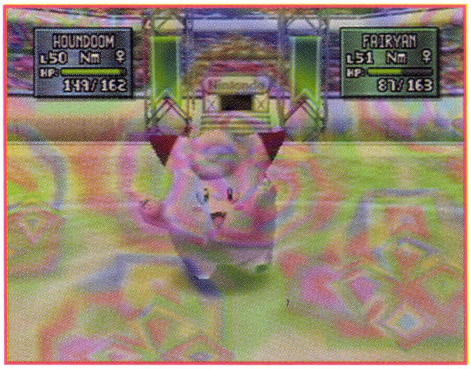
GOLD AND SILVER MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Pound	Normal	40	100	35
☐	S	Growl	Normal	—	100	40
☐	4	Encore	Normal	—	100	5
☐	8	Sing	Normal	—	55	15
☐	13	Doubleslap	Normal	15	85	10
☐	19	Minimize	Normal	—	—	20
☐	26	Defense Curl	Normal	—	—	40
☐	34	Metronome	Normal	—	—	10
☐	43	Moonlight	Normal	—	—	5
☐	53	Light Screen	Psychic	—	—	30

R/B/Y MOVES LIST

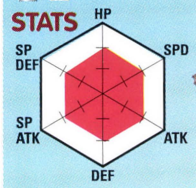
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Pound	Normal	40	100	35
☐	S	Growl	Normal	—	100	40
☐	13	Sing	Normal	—	55	15
☐	18	Doubleslap	Normal	15	85	10
☐	24	Minimize	Normal	—	—	20
☐	31	Metronome	Normal	—	—	10
☐	39	Defense Curl	Normal	—	—	40
☐	48	Light Screen	Psychic	—	—	30

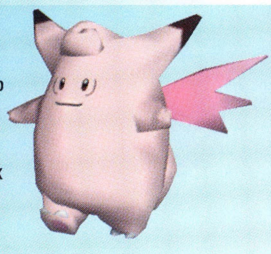
TO #36: MOON STONE



#36 CLEFABLE™

NORMAL





STRONG AGAINST GH
WEAK AGAINST FT

GOLD AND SILVER MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Sing	Normal	—	55	15
☐	S	Doubleslap	Normal	15	85	10
☐	S	Metronome	Normal	—	—	10
☐	S	Moonlight	Normal	—	—	5

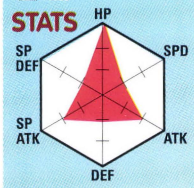
R/B/Y MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Pound	Normal	40	100	35
☐	S	Growl	Normal	—	100	40
☐	*	Sing	Normal	—	55	15
☐	*	Doubleslap	Normal	15	85	10
☐	*	Minimize	Normal	—	—	20
☐	*	Metronome	Normal	—	—	10

*The Clefairy obtained from the Coin Exchange (*R/B*) knows these skills as its standard skills.

#40 WIGGLYTUFF™

NORMAL



STRONG AGAINST GH
WEAK AGAINST FT

GOLD AND SILVER MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Sing	Normal	—	55	15
☐	S	Disable	Normal	—	55	20
☐	S	Defense Curl	Normal	—	—	40
☐	S	Doubleslap	Normal	15	85	10

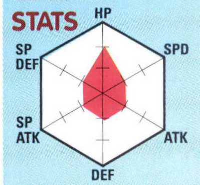
R/B/Y MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Sing	Normal	—	55	15
☐	*	Disable	Normal	—	55	20
☐	*	Defense Curl	Normal	—	—	40
☐	*	Doubleslap	Normal	15	85	10

*The Wigglytuff purchased in the Coin Exchange (*Pokémon Yellow*) already knows these moves.

#174 IGGLYBUFF™

NORMAL



STRONG AGAINST GH
WEAK AGAINST FT

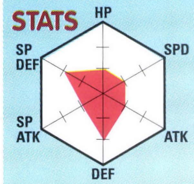
GOLD AND SILVER MOVES LIST

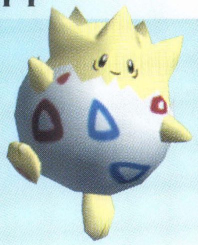
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Sing	Normal	—	55	15
☐	S	Charm	Normal	—	100	20
☐	4	Defense Curl	Normal	—	—	40
☐	9	Pound	Normal	40	100	35
☐	14	Sweet Kiss	Normal	—	75	10

TAMING

#175 TOGEPI™

NORMAL





STRONG AGAINST GH
WEAK AGAINST FT

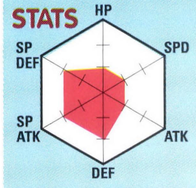
GOLD AND SILVER MOVES LIST

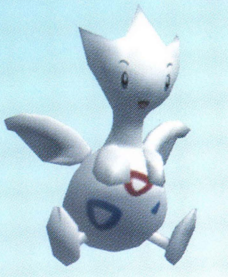
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Growl	Normal	—	100	40
☐	S	Charm	Normal	—	100	20
☐	7	Metronome	Normal	—	—	10
☐	18	Sweet Kiss	Normal	—	75	10
☐	25	Encore	Normal	—	100	5
☐	31	Safeguard	Normal	—	—	25
☐	38	Double-Edge	Normal	120	100	15

TAMING

#176 TOGETIC™

NORMAL
FLYING





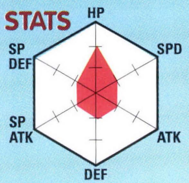
STRONG AGAINST B GH GR GD
WEAK AGAINST E I R

GOLD AND SILVER MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Growl	Normal	—	100	40
☐	S	Charm	Normal	—	100	20
☐	7	Metronome	Normal	—	—	10
☐	18	Sweet Kiss	Normal	—	75	10
☐	25	Encore	Normal	—	100	5
☐	31	Safeguard	Normal	—	—	25
☐	38	Double-Edge	Normal	120	100	15

#39 JIGGLYPUFF™

NORMAL



STRONG AGAINST GH
WEAK AGAINST FT

GOLD AND SILVER MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Sing	Normal	—	55	15
☐	4	Defense Curl	Normal	—	—	40
☐	9	Pound	Normal	40	100	35
☐	14	Disable	Normal	—	55	20
☐	19	Rollout	Rock	30	90	20
☐	24	Doubleslap	Normal	15	85	10
☐	29	Rest	Psychic	—	—	10
☐	34	Body Slam	Normal	85	100	15
☐	39	Double-Edge	Normal	120	100	15

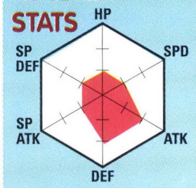
R/B/Y MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Sing	Normal	—	55	15
☐	9	Pound	Normal	40	100	35
☐	14	Disable	Normal	—	55	20
☐	19	Defense Curl	Normal	—	—	40
☐	24	Doubleslap	Normal	15	85	10
☐	29	Rest	Psychic	—	—	10
☐	34	Body Slam	Normal	85	100	15
☐	39	Double-Edge	Normal	120	100	15

TO #40: MOON STONE

#27 SANDSHREW™

GROUND



STRONG AGAINST E PO R
WEAK AGAINST GR I W

GOLD AND SILVER MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Scratch	Normal	40	100	35
☐	6	Defense Curl	Normal	—	—	40
☐	11	Sand-Attack	Ground	—	100	15
☐	17	Poison Sting	Poison	15	100	35
☐	23	Slash	Normal	70	100	20
☐	30	Swift	Normal	60	—	20
☐	37	Fury Swipes	Normal	18	80	15
☐	45	Sandstorm	Rock	—	—	10

R/B/Y MOVES LIST

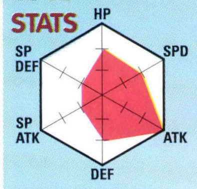
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Scratch	Normal	40	100	35
☐	10	Sand-Attack	Ground	—	100	15
☐	17	Slash	Normal	70	100	20
☐	24	Poison Sting	Poison	15	100	35
☐	31	Swift	Normal	60	—	20
☐	38	Fury Swipes	Normal	18	80	15

TO #28: L22

#28 SANDSLASH™

GROUND

STATS



STRONG AGAINST E PO R

WEAK AGAINST GR I W

GOLD AND SILVER MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Scratch	Normal	40	100	35
☐	6	Defense Curl	Normal	—	—	40
☐	11	Sand-Attack	Ground	—	100	15
☐	17	Poison Sting	Poison	15	100	35
☐	24	Slash	Normal	70	100	20
☐	33	Swift	Normal	60	—	20
☐	42	Fury Swipes	Normal	18	80	15
☐	52	Sandstorm	Rock	—	—	10

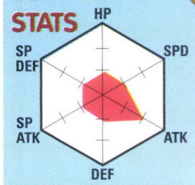
R/B/Y MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Scratch	Normal	40	100	35
☐	10	Sand-Attack	Ground	—	100	15
☐	17	Slash	Normal	70	100	20
☐	27	Poison Sting	Poison	15	100	35
☐	36	Swift	Normal	60	—	20
☐	47	Fury Swipes	Normal	18	80	15

#23 EKANS™

POISON

STATS



STRONG AGAINST B FT GR PO

WEAK AGAINST GD PS

GOLD AND SILVER MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Wrap	Normal	15	85	20
☐	S	Leer	Normal	—	100	30
☐	9	Poison Sting	Poison	15	100	35
☐	15	Bite	Dark	60	100	25
☐	23	Glare	Normal	—	75	30
☐	29	Screech	Normal	—	85	40
☐	37	Acid	Poison	40	100	30
☐	43	Haze	Ice	—	—	30

R/B/Y MOVES LIST

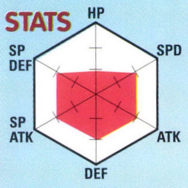
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Wrap	Normal	15	85	20
☐	S	Leer	Normal	—	100	30
☐	10	Poison Sting	Poison	15	100	35
☐	17	Bite	Dark	60	100	25
☐	24	Glare	Normal	—	75	30
☐	31	Screech	Normal	—	85	40
☐	38	Acid	Poison	40	100	30

L22

#24 ARBOK™

POISON

STATS



STRONG AGAINST B FT GR PO

WEAK AGAINST GD PS

GOLD AND SILVER MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Wrap	Normal	15	85	20
☐	S	Leer	Normal	—	100	30
☐	9	Poison Sting	Poison	15	100	35
☐	15	Bite	Dark	60	100	25
☐	25	Glare	Normal	—	75	30
☐	33	Screech	Normal	—	85	40
☐	43	Acid	Poison	40	100	30
☐	51	Haze	Ice	—	—	30

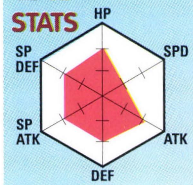
R/B/Y MOVES LIST

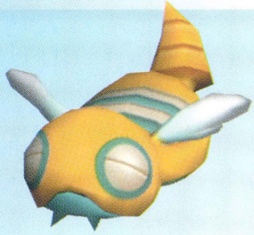
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Wrap	Normal	15	85	20
☐	S	Leer	Normal	—	100	30
☐	10	Poison Sting	Poison	15	100	35
☐	17	Bite	Dark	60	100	25
☐	27	Glare	Normal	—	75	30
☐	36	Screech	Normal	—	85	40
☐	47	Acid	Poison	40	100	30

#206 DUNSPARCE™

NORMAL

STATS



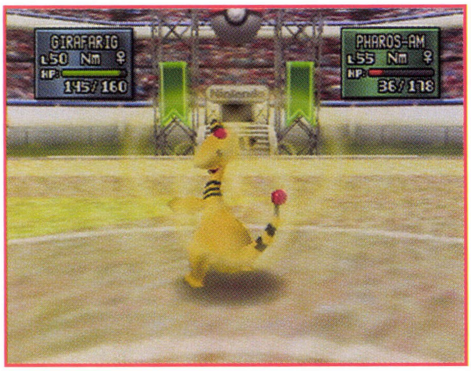


STRONG AGAINST GH

WEAK AGAINST FT

GOLD AND SILVER MOVES LIST

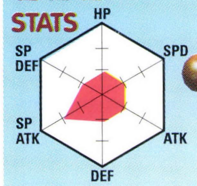
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Rage	Normal	20	100	20
☐	5	Defense Curl	Normal	—	—	40
☐	13	Glare	Normal	—	75	30
☐	18	Spite	Ghost	—	100	10
☐	26	Pursuit	Dark	40	100	20
☐	30	Screech	Normal	—	85	40
☐	38	Take Down	Normal	90	85	20



#179 MAREEP™

ELECTRIC

STATS



STRONG AGAINST E FL

WEAK AGAINST GD

GOLD AND SILVER MOVES LIST

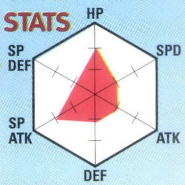
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Tackle	Normal	35	95	35
☐	S	Growl	Normal	—	100	40
☐	9	Thundershock	Electric	40	100	30
☐	16	Thunder Wave	Electric	—	100	20
☐	23	Cotton Spore	Grass	—	85	40
☐	30	Light Screen	Psychic	—	—	30
☐	37	Thunder	Electric	120	70	10

L15

#180 FLAAFFY™

ELECTRIC

STATS



STRONG AGAINST E FL

WEAK AGAINST GD

GOLD AND SILVER MOVES LIST

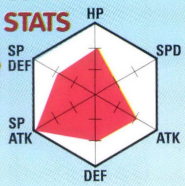
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Tackle	Normal	35	95	35
☐	S	Growl	Normal	—	100	40
☐	9	Thundershock	Electric	40	100	30
☐	18	Thunder Wave	Electric	—	100	20
☐	27	Cotton Spore	Grass	—	85	40
☐	36	Light Screen	Psychic	—	—	30
☐	45	Thunder	Electric	120	70	10

L30

#181 AMPHAROS™

ELECTRIC

STATS



STRONG AGAINST E FL

WEAK AGAINST GD

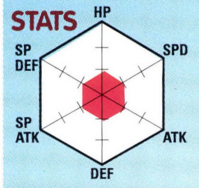
GOLD AND SILVER MOVES LIST

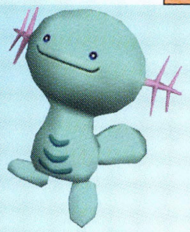
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Tackle	Normal	35	95	35
☐	S	Growl	Normal	—	100	40
☐	9	Thundershock	Electric	40	100	30
☐	18	Thunder Wave	Electric	—	100	20
☐	27	Cotton Spore	Grass	—	85	40
☐	30	Thunderpunch	Electric	75	100	15
☐	42	Light Screen	Psychic	—	—	30
☐	57	Thunder	Electric	120	70	10

#194 WOOPER™

WATER
GROUND

STATS





STRONG AGAINST: E FI PO R S
WEAK AGAINST: GR

GOLD AND SILVER MOVES LIST

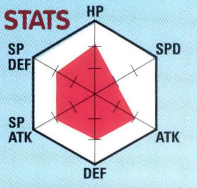
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Water Gun	Water	40	100	25
☐	S	Tail Whip	Normal	—	100	30
☐	11	Slam	Normal	80	75	20
☐	21	Amnesia	Psychic	—	—	20
☐	31	Earthquake	Ground	100	100	10
☐	41	Rain Dance	Water	—	—	5
☐	51	Mist	Ice	—	—	30
☐	51	Haze	Ice	—	—	30

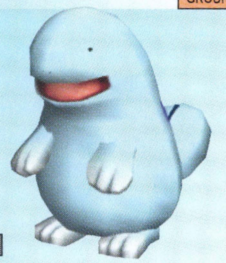
L20

#195 QUAGSIRE™

WATER
GROUND

STATS





STRONG AGAINST: E FI PO R S
WEAK AGAINST: GR

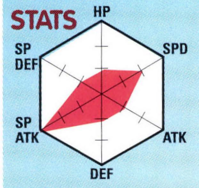
GOLD AND SILVER MOVES LIST

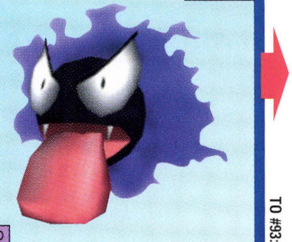
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Water Gun	Water	40	100	25
☐	S	Tail Whip	Normal	—	100	30
☐	11	Slam	Normal	80	75	20
☐	23	Amnesia	Psychic	—	—	20
☐	35	Earthquake	Ground	100	100	10
☐	47	Rain Dance	Water	—	—	5
☐	59	Mist	Ice	—	—	30
☐	59	Haze	Ice	—	—	30

#92 GASTLY™

GHOST
POISON

STATS





STRONG AGAINST: B FT I N PO
WEAK AGAINST: DK GH GD PS

GOLD AND SILVER MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Hypnosis	Psychic	—	60	20
☐	S	Lick	Ghost	20	100	30
☐	8	Spite	Ghost	—	100	10
☐	13	Mean Look	Normal	—	100	5
☐	16	Curse	???	—	—	10
☐	21	Night Shade	Ghost	—	100	15
☐	28	Confuse Ray	Ghost	—	100	10
☐	33	Dream Eater	Psychic	100	100	15
☐	36	Destiny Bond	Ghost	—	—	5

R/B/Y MOVES LIST

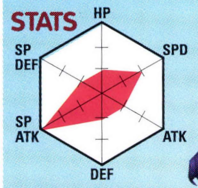
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Lick	Ghost	20	100	30
☐	S	Confuse Ray	Ghost	—	100	10
☐	S	Night Shade	Ghost	—	100	15
☐	27	Hypnosis	Psychic	—	60	20
☐	35	Dream Eater	Psychic	100	100	15

TO #93: L25

#93 HAUNTER™

GHOST
POISON

STATS



STRONG AGAINST: B FT I N PO
WEAK AGAINST: DK GH GD PS

GOLD AND SILVER MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Hypnosis	Psychic	—	60	20
☐	S	Lick	Ghost	20	100	30
☐	8	Spite	Ghost	—	100	10
☐	13	Mean Look	Normal	—	100	5
☐	16	Curse	???	—	—	10
☐	21	Night Shade	Ghost	—	100	15
☐	31	Confuse Ray	Ghost	—	100	10
☐	39	Dream Eater	Psychic	100	100	15
☐	48	Destiny Bond	Ghost	—	—	5

R/B/Y MOVES LIST

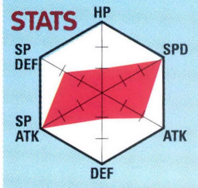
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Lick	Ghost	20	100	30
☐	S	Confuse Ray	Ghost	—	100	10
☐	S	Night Shade	Ghost	—	100	15
☐	29	Hypnosis	Psychic	—	60	20
☐	38	Dream Eater	Psychic	100	100	15

TRADE W/ GAME LINK CABLE

#94 GENGAR™

GHOST
POISON

STATS



STRONG AGAINST: B FT I N PO
WEAK AGAINST: DK GH GD PS

GOLD AND SILVER MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Hypnosis	Psychic	—	60	20
☐	S	Lick	Ghost	20	100	30
☐	8	Spite	Ghost	—	100	10
☐	13	Mean Look	Normal	—	100	5
☐	16	Curse	???	—	—	10
☐	21	Night Shade	Ghost	—	100	15
☐	31	Confuse Ray	Ghost	—	100	10
☐	39	Dream Eater	Psychic	100	100	15
☐	48	Destiny Bond	Ghost	—	—	5

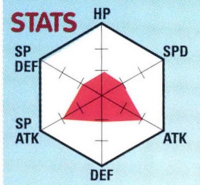
R/B/Y MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Lick	Ghost	20	100	30
☐	S	Confuse Ray	Ghost	—	100	10
☐	S	Night Shade	Ghost	—	100	15
☐	29	Hypnosis	Psychic	—	60	20
☐	38	Dream Eater	Psychic	100	100	15

#201 UNOWN™

PSYCHIC

STATS



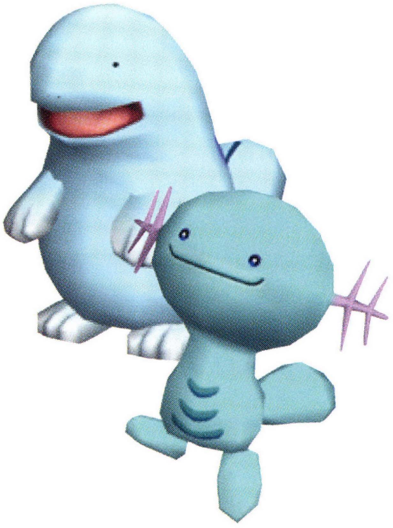
STRONG AGAINST: FT PS
WEAK AGAINST: B DK GH

GOLD AND SILVER MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Hidden Power	Normal	—	100	15

SWINUB
L5 Nm ♀
HP
22/22
GASTAL
L5 Nm ♀
HP
19/19

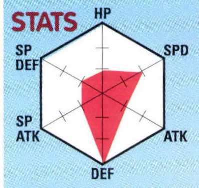
LUGIA
L100 Nm
HP
399/399
GENGAR
L100 Nm ♂
HP
300/300



#95 ONIX™

ROCK
GROUND

STATS



STRONG AGAINST E FI FL N PO R
WEAK AGAINST FT GR GD I S W

GOLD AND SILVER MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Tackle	Normal	35	95	35
☐	S	Screech	Normal	—	85	40
☐	10	Bind	Normal	15	75	20
☐	14	Rock Throw	Rock	50	90	15
☐	23	Harden	Normal	—	—	30
☐	27	Rage	Normal	20	100	20
☐	36	Sandstorm	Rock	—	—	10
☐	40	Slam	Normal	80	75	20

R/B/Y MOVES LIST

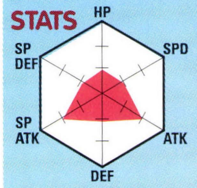
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Tackle	Normal	35	95	35
☐	S	Screech	Normal	—	85	40
☐	15	Bind	Normal	15	75	20
☐	19	Rock Throw	Rock	50	90	15
☐	25	Rage	Normal	20	100	20
☐	33	Slam	Normal	80	75	20
☐	43	Harden	Normal	—	—	30

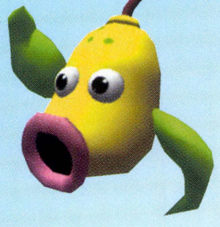
TRADE W/ METAL COAT

#70 WEEPINBELL™

GRASS
POISON

STATS





STRONG AGAINST E FT GR W
WEAK AGAINST FI FL I PS

GOLD AND SILVER MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Vine Whip	Grass	35	100	10
☐	6	Growth	Normal	—	—	40
☐	11	Wrap	Normal	15	85	20
☐	15	Sleep Powder	Grass	—	75	15
☐	17	Poisonpowder	Poison	—	75	35
☐	19	Stun Spore	Grass	—	75	30
☐	24	Acid	Poison	40	100	30
☐	33	Sweet Scent	Normal	—	100	20
☐	42	Razor Leaf	Grass	55	95	25
☐	54	Slam	Normal	80	75	20

R/B/Y MOVES LIST

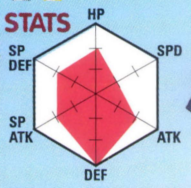
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Vine Whip	Grass	35	100	10
☐	S	Growth	Normal	—	—	40
☐	13	Wrap	Normal	15	85	20
☐	15	Poisonpowder	Poison	—	75	35
☐	18	Sleep Powder	Grass	—	75	15
☐	23	Stun Spore	Grass	—	75	30
☐	29	Acid	Poison	40	100	30
☐	38	Razor Leaf	Grass	55	95	25
☐	49	Slam	Normal	80	75	20

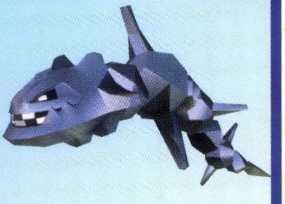
LEAF STONE

#208 STEELIX™

STEEL
GROUND

STATS





STRONG AGAINST B DK D E FL GH N PO PS R S
WEAK AGAINST FT FI GD W

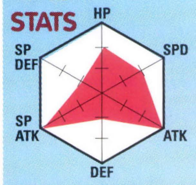
GOLD AND SILVER MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Tackle	Normal	35	95	35
☐	S	Screech	Normal	—	85	40
☐	10	Bind	Normal	15	75	20
☐	14	Rock Throw	Rock	50	90	15
☐	23	Harden	Normal	—	—	30
☐	27	Rage	Normal	20	100	20
☐	36	Sandstorm	Rock	—	—	10
☐	40	Slam	Normal	80	75	20
☐	49	Crunch	Dark	80	100	15

#71 VICTREEBEL™

GRASS
POISON

STATS



STRONG AGAINST E FT GR W
WEAK AGAINST FI FL I PS

GOLD AND SILVER MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Vine Whip	Grass	35	100	10
☐	S	Sleep Powder	Grass	—	75	15
☐	S	Sweet Scent	Normal	—	100	20
☐	S	Razor Leaf	Grass	55	95	25

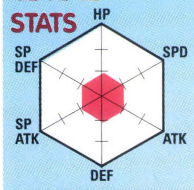
R/B/Y MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Vine Whip	Grass	35	100	10
☐	S	Growth	Normal	—	—	40
☐	13	Wrap	Normal	15	85	20
☐	15	Poisonpowder	Poison	—	75	35
☐	18	Sleep Powder	Grass	—	75	15

#187 HOPPIP™

GRASS
FLYING

STATS



STRONG AGAINST FT GR GD W
WEAK AGAINST FI FL PO R

GOLD AND SILVER MOVES LIST

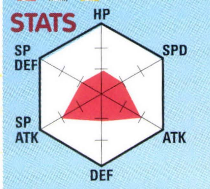
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Splash	Normal	—	—	40
☐	S	Synthesis	Grass	—	—	5
☐	5	Tail Whip	Normal	—	100	30
☐	10	Tackle	Normal	35	95	35
☐	13	Poisonpowder	Poison	—	75	35
☐	15	Stun Spore	Grass	—	75	30
☐	17	Sleep Powder	Grass	—	75	15
☐	20	Leech Seed	Grass	—	90	10
☐	25	Cotton Spore	Grass	—	85	40
☐	30	Mega Drain	Grass	40	100	10

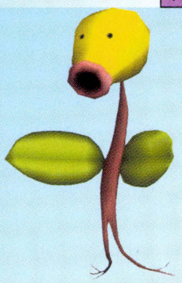
L18

#69 BELLSPROUT™

GRASS
POISON

STATS





STRONG AGAINST E FT GR W
WEAK AGAINST FI FL I PS

GOLD AND SILVER MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Vine Whip	Grass	35	100	10
☐	6	Growth	Normal	—	—	40
☐	11	Wrap	Normal	15	85	20
☐	15	Sleep Powder	Grass	—	75	15
☐	17	Poisonpowder	Poison	—	75	35
☐	19	Stun Spore	Grass	—	75	30
☐	23	Acid	Poison	40	100	30
☐	30	Sweet Scent	Normal	—	100	20
☐	37	Razor Leaf	Grass	55	95	25
☐	45	Slam	Normal	80	75	20

R/B/Y MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Vine Whip	Grass	35	100	10
☐	S	Growth	Normal	—	—	40
☐	13	Wrap	Normal	15	85	20
☐	15	Poisonpowder	Poison	—	75	35
☐	18	Sleep Powder	Grass	—	75	15
☐	21	Stun Spore	Grass	—	75	30
☐	26	Acid	Poison	40	100	30
☐	33	Razor Leaf	Grass	55	95	25
☐	42	Slam	Normal	80	75	20

TO #70: L21

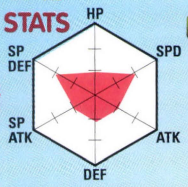
HOPPiP
L30 Nm ♂
HP:
80/80
wooPER
L30 Nm ♀
HP:
80/80

It braced itself!

#188 SKIPLOOM™

GRASS
FLYING

STATS



STRONG AGAINST FT GR GD W
WEAK AGAINST FI FL PO R

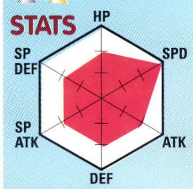
GOLD AND SILVER MOVES LIST

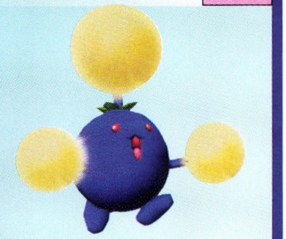
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Splash	Normal	—	—	40
☐	S	Synthesis	Grass	—	—	5
☐	5	Tail Whip	Normal	—	100	30
☐	10	Tackle	Normal	35	95	35
☐	13	Poisonpowder	Poison	—	75	35
☐	15	Stun Spore	Grass	—	75	30
☐	17	Sleep Powder	Grass	—	75	15
☐	22	Leech Seed	Grass	—	90	10
☐	29	Cotton Spore	Grass	—	85	40
☐	36	Mega Drain	Grass	40	100	10

TO #189: L27

#189 JUMPLUFF™

GRASS
FLYING





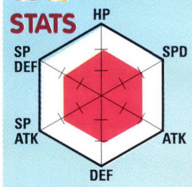
STRONG AGAINST: FT GR GD W
WEAK AGAINST: FI FL PO R

GOLD AND SILVER MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Splash	Normal	—	—	40
☐	S	Synthesis	Grass	—	—	5
☐	5	Tail Whip	Normal	—	100	30
☐	10	Tackle	Normal	35	95	35
☐	13	Poisonpowder	Poison	—	75	35
☐	15	Stun Spore	Grass	—	75	30
☐	17	Sleep Powder	Grass	—	75	15
☐	22	Leech Seed	Grass	—	90	10
☐	33	Cotton Spore	Grass	—	85	40
☐	44	Mega Drain	Grass	40	100	10

#186 POLITOED™

WATER



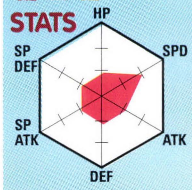
STRONG AGAINST: FI I S W
WEAK AGAINST: E GR

GOLD AND SILVER MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Water Gun	Water	40	100	25
☐	S	Hypnosis	Psychic	—	60	20
☐	S	Doubleslap	Normal	15	85	10
☐	35	Perish Song	Normal	—	—	5
☐	51	Swagger	Normal	—	90	15

#60 POLIWAG™

WATER



STRONG AGAINST: FI I S W
WEAK AGAINST: E GR

GOLD AND SILVER MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Bubble	Water	20	100	30
☐	7	Hypnosis	Psychic	—	60	20
☐	13	Water Gun	Water	40	100	25
☐	19	Doubleslap	Normal	15	85	10
☐	25	Rain Dance	Water	—	—	5
☐	31	Body Slam	Normal	85	100	15
☐	37	Belly Drum	Normal	—	—	10
☐	43	Hydro Pump	Water	120	80	5

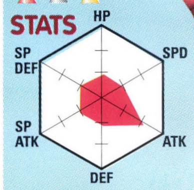
R/B/Y MOVES LIST

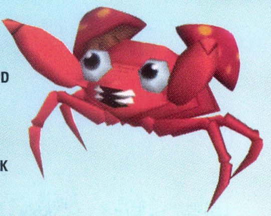
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Bubble	Water	20	100	30
☐	16	Hypnosis	Psychic	—	60	20
☐	19	Water Gun	Water	40	100	25
☐	25	Doubleslap	Normal	15	85	10
☐	31	Body Slam	Normal	85	100	15
☐	38	Amnesia	Psychic	—	—	20
☐	45	Hydro Pump	Water	120	80	5

L25

#46 PARAS™

BUG
GRASS





STRONG AGAINST: E FT GR GD W
WEAK AGAINST: B FI FL I PO R

GOLD AND SILVER MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Scratch	Normal	40	100	35
☐	7	Stun Spore	Grass	—	75	30
☐	13	Poisonpowder	Poison	—	75	35
☐	19	Leech Life	Bug	20	100	15
☐	25	Spore	Grass	—	100	15
☐	31	Slash	Normal	70	100	20
☐	37	Growth	Normal	—	—	40
☐	43	Giga Drain	Grass	60	100	5

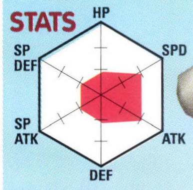
R/B/Y MOVES LIST

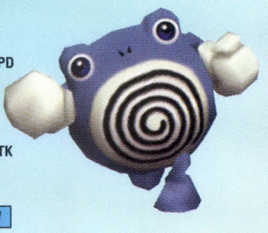
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Scratch	Normal	40	100	35
☐	13	Stun Spore	Grass	—	75	30
☐	20	Leech Life	Bug	20	100	15
☐	27	Spore	Grass	—	100	15
☐	34	Slash	Normal	70	100	20
☐	41	Growth	Normal	—	—	40

L24

#61 POLIWHIRL™

WATER





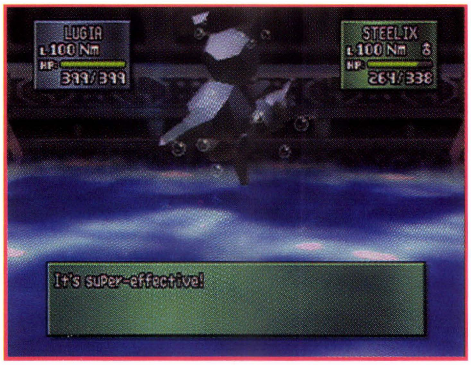
STRONG AGAINST: FI I S W
WEAK AGAINST: E GR

GOLD AND SILVER MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Bubble	Water	20	100	30
☐	7	Hypnosis	Psychic	—	60	20
☐	13	Water Gun	Water	40	100	25
☐	19	Doubleslap	Normal	15	85	10
☐	27	Rain Dance	Water	—	—	5
☐	35	Body Slam	Normal	85	100	15
☐	43	Belly Drum	Normal	—	—	10
☐	51	Hydro Pump	Water	120	80	5

R/B/Y MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Bubble	Water	20	100	30
☐	16	Hypnosis	Psychic	—	60	20
☐	19	Water Gun	Water	40	100	25
☐	26	Doubleslap	Normal	15	85	10
☐	33	Body Slam	Normal	85	100	15
☐	41	Amnesia	Psychic	—	—	20
☐	49	Hydro Pump	Water	120	80	5



LUGIA
L100 Nm
HP: 399/399

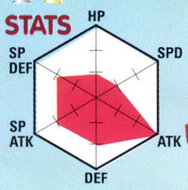
STEELIX
L100 Nm ♂
HP: 264/338

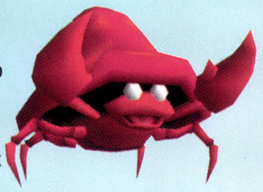
It's super-effective!

TO #62: WATERSTONE; TO #186: TRADE W/ KING'S ROCK

#47 PARASECT™

BUG
GRASS





STRONG AGAINST: E FT GR GD W
WEAK AGAINST: B FI FL I PO R

GOLD AND SILVER MOVES LIST

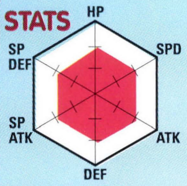
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Scratch	Normal	40	100	35
☐	7	Stun Spore	Grass	—	75	30
☐	13	Poisonpowder	Poison	—	75	35
☐	19	Leech Life	Bug	20	100	15
☐	28	Spore	Grass	—	100	15
☐	37	Slash	Normal	70	100	20
☐	46	Growth	Normal	—	—	40
☐	55	Giga Drain	Grass	60	100	5

R/B/Y MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Scratch	Normal	40	100	35
☐	13	Stun Spore	Grass	—	75	30
☐	20	Leech Life	Bug	20	100	15
☐	30	Spore	Grass	—	100	15
☐	39	Slash	Normal	70	100	20
☐	48	Growth	Normal	—	—	40

#62 POLIWRATH™

WATER
FIGHTING



STRONG AGAINST: B DK FI I R S W
WEAK AGAINST: E FL GR PS

GOLD AND SILVER MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Water Gun	Water	40	100	25
☐	S	Hypnosis	Psychic	—	60	20
☐	S	Doubleslap	Normal	15	85	10
☐	35	Submission	Fighting	80	80	25
☐	51	Mind Reader	Normal	—	100	5

R/B/Y MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Bubble	Water	20	100	30
☐	16	Hypnosis	Psychic	—	60	20
☐	19	Water Gun	Water	40	100	25

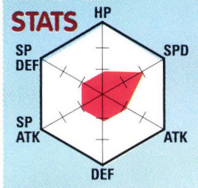
LUGIA
L100 Nm
HP: 399/399

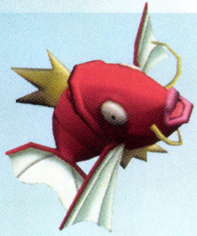
PLUFFETTE
L100 Nm ♀
HP: 33/324

PLUFFETTE took in sunlight!

#129 MAGIKARP™

WATER





STRONG AGAINST: FI I S W

WEAK AGAINST: E GR

GOLD AND SILVER MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Splash	Normal	—	—	40
☐	15	Tackle	Normal	35	95	35
☐	30	Flail	Normal	—	100	15

R/B/Y MOVES LIST

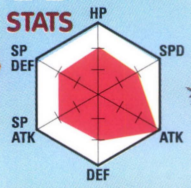
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Splash	Normal	—	—	40
☐	15	Tackle	Normal	35	95	35

L20

#130 GYARADOS™

WATER

FLYING



STRONG AGAINST: B FT FI GD S W

WEAK AGAINST: E R

GOLD AND SILVER MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Thrash	Normal	90	100	20
☐	20	Bite	Dark	60	100	25
☐	25	Dragon Rage	Dragon	—	100	10
☐	30	Leer	Normal	—	100	30
☐	35	Twister	Dragon	40	100	20
☐	40	Hydro Pump	Water	120	80	5
☐	45	Rain Dance	Water	—	—	5
☐	50	Hyper Beam	Normal	150	90	5

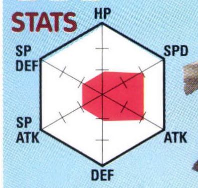
R/B/Y MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	*	Thrash	Normal	90	100	20
☐	S	Tackle	Normal	35	95	35
☐	20	Bite	Dark	60	100	25
☐	25	Dragon Rage	Dragon	—	100	10
☐	32	Leer	Normal	—	100	30
☐	41	Hydro Pump	Water	120	80	5
☐	52	Hyper Beam	Normal	150	90	5

*A captured Gyarados does not learn this skill.

#118 GOLDEEN™

WATER



STRONG AGAINST: FI I S W

WEAK AGAINST: E GR

GOLD AND SILVER MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Peck	Flying	35	100	35
☐	S	Tail Whip	Normal	—	100	30
☐	10	Supersonic	Normal	—	55	20
☐	15	Horn Attack	Normal	65	100	25
☐	24	Flail	Normal	50	100	1
☐	29	Fury Attack	Normal	15	85	20
☐	38	Waterfall	Water	80	100	15
☐	43	Horn Drill	Normal	—	30	5
☐	52	Agility	Psychic	—	—	30

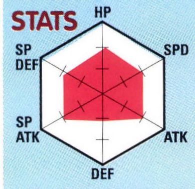
R/B/Y MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Peck	Flying	35	100	35
☐	S	Tail Whip	Normal	—	100	30
☐	19	Supersonic	Normal	—	55	20
☐	24	Horn Attack	Normal	65	100	25
☐	30	Fury Attack	Normal	15	85	20
☐	37	Waterfall	Water	80	100	15
☐	45	Horn Drill	Normal	—	30	5
☐	54	Agility	Psychic	—	—	30

L33

#119 SEAKING™

WATER



STRONG AGAINST: FI I S W

WEAK AGAINST: E GR

GOLD AND SILVER MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Peck	Flying	35	100	35
☐	S	Tail Whip	Normal	—	100	30
☐	10	Supersonic	Normal	—	55	20
☐	15	Horn Attack	Normal	65	100	25
☐	24	Flail	Normal	50	100	1
☐	29	Fury Attack	Normal	15	85	20
☐	41	Waterfall	Water	80	100	15
☐	49	Horn Drill	Normal	—	30	5
☐	61	Agility	Psychic	—	—	30

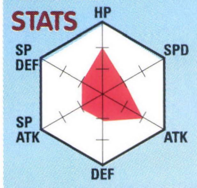
R/B/Y MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Peck	Flying	35	100	35
☐	S	Tail Whip	Normal	—	100	30
☐	19	Supersonic	Normal	—	55	20
☐	24	Horn Attack	Normal	65	100	25
☐	30	Fury Attack	Normal	15	85	20
☐	39	Waterfall	Water	80	100	15
☐	48	Horn Drill	Normal	—	30	5
☐	54	Agility	Psychic	—	—	30

#79 SLOWPOKE™

WATER

PSYCHIC



STRONG AGAINST: FT FI I PS S W

WEAK AGAINST: B DK E GH GR

GOLD AND SILVER MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Curse	???	—	—	10
☐	S	Tackle	Normal	35	95	35
☐	6	Growl	Normal	—	100	40
☐	15	Water Gun	Water	40	100	25
☐	20	Confusion	Psychic	50	100	25
☐	29	Disable	Normal	—	55	20
☐	34	Headbutt	Normal	70	100	15
☐	43	Amnesia	Psychic	—	—	20
☐	48	Psychic	Psychic	90	100	10

R/B/Y MOVES LIST

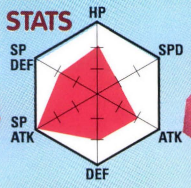
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Confusion	Psychic	50	100	25
☐	18	Disable	Normal	—	55	20
☐	22	Headbutt	Normal	70	100	15
☐	27	Growl	Normal	—	100	40
☐	33	Water Gun	Water	40	100	25
☐	40	Amnesia	Psychic	—	—	20
☐	48	Psychic	Psychic	90	100	10

TO #80: L37; TO #199: TRADE W/ KING'S ROCK

#80 SLOWBRO™

WATER

PSYCHIC



STRONG AGAINST: FT FI I PS S W

WEAK AGAINST: B DK E GH GR

GOLD AND SILVER MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Curse	???	—	—	10
☐	S	Tackle	Normal	35	95	35
☐	6	Growl	Normal	—	100	40
☐	15	Water Gun	Water	40	100	25
☐	20	Confusion	Psychic	50	100	25
☐	29	Disable	Normal	—	55	20
☐	34	Headbutt	Normal	70	100	15
☐	37	Withdraw	Water	—	—	40
☐	46	Amnesia	Psychic	—	—	20
☐	54	Psychic	Psychic	90	100	10

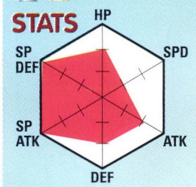
R/B/Y MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Confusion	Psychic	50	100	25
☐	18	Disable	Normal	—	55	20
☐	22	Headbutt	Normal	70	100	15
☐	27	Growl	Normal	—	100	40
☐	33	Water Gun	Water	40	100	25
☐	37	Withdraw	Water	—	—	40
☐	44	Amnesia	Psychic	—	—	20
☐	55	Psychic	Psychic	90	100	10

#199 SLOWKING™

WATER
PSYCHIC

STATS



STRONG AGAINST: FT FI I PS S W
WEAK AGAINST: B DK E GH GR

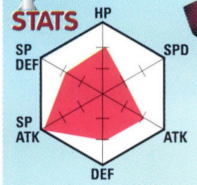
GOLD AND SILVER MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Curse	???	—	—	10
☐	S	Tackle	Normal	35	95	35
☐	6	Growl	Normal	—	100	40
☐	15	Water Gun	Water	40	100	25
☐	20	Confusion	Psychic	50	100	25
☐	29	Disable	Normal	—	55	20
☐	34	Headbutt	Normal	70	100	15
☐	43	Swagger	Normal	—	90	15
☐	48	Psychic	Psychic	90	100	10

#45 VILEPLUME™

GRASS
POISON

STATS



STRONG AGAINST: E FT GR W
WEAK AGAINST: FI FL I PS

GOLD AND SILVER MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Absorb	Grass	20	100	20
☐	S	Sweet Scent	Normal	—	100	20
☐	S	Stun Spore	Grass	—	75	30
☐	S	Petal Dance	Grass	70	100	20

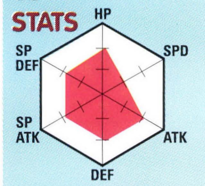
R/B/Y MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Absorb	Grass	20	100	20
☐	15	Poisonpowder	Poison	—	75	35
☐	17	Stun Spore	Grass	—	75	30
☐	19	Sleep Powder	Grass	—	75	15

#182 BELLOSSOM™

GRASS

STATS



STRONG AGAINST: E GR GD W
WEAK AGAINST: B FI FL I PO

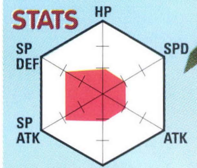
GOLD AND SILVER MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Absorb	Grass	20	100	20
☐	S	Sweet Scent	Normal	—	100	20
☐	S	Stun Spore	Grass	—	75	30
☐	S	Petal Dance	Grass	70	100	20
☐	55	Solarbeam	Grass	120	100	10

#43 ODDISH™

GRASS
POISON

STATS



STRONG AGAINST: E FT GR W
WEAK AGAINST: FI FL I PS

GOLD AND SILVER MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Absorb	Grass	20	100	20
☐	7	Sweet Scent	Normal	—	100	20
☐	14	Poisonpowder	Poison	—	75	35
☐	16	Stun Spore	Grass	—	75	30
☐	18	Sleep Powder	Grass	—	75	15
☐	23	Acid	Poison	40	100	30
☐	32	Moonlight	Normal	—	—	5
☐	39	Petal Dance	Grass	70	100	20

R/B/Y MOVES LIST

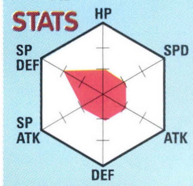
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Absorb	Grass	20	100	20
☐	15	Poisonpowder	Poison	—	75	35
☐	17	Stun Spore	Grass	—	75	30
☐	19	Sleep Powder	Grass	—	75	15
☐	24	Acid	Poison	40	100	30
☐	33	Petal Dance	Grass	70	100	20
☐	46	Solarbeam	Grass	120	100	10

TO #44: L21; TO #45: LEAF STONE; TO #182: SUN STONE

#96 DROWZEE™

PSYCHIC

STATS



STRONG AGAINST: FT PS
WEAK AGAINST: B DK GH

GOLD AND SILVER MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Pound	Normal	40	100	35
☐	S	Hypnosis	Psychic	—	60	20
☐	10	Disable	Normal	—	55	20
☐	18	Confusion	Psychic	50	100	25
☐	25	Headbutt	Normal	70	100	15
☐	31	Poison Gas	Poison	—	55	40
☐	36	Meditate	Psychic	—	—	40
☐	40	Psychic	Psychic	90	100	10
☐	43	Psych Up	Normal	—	—	10
☐	45	Future Sight	Psychic	80	90	15

R/B/Y MOVES LIST

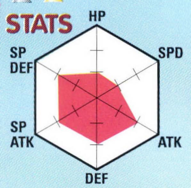
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Pound	Normal	40	100	35
☐	S	Hypnosis	Psychic	—	60	20
☐	12	Disable	Normal	—	55	20
☐	17	Confusion	Psychic	50	100	25
☐	24	Headbutt	Normal	70	100	15
☐	29	Poison Gas	Poison	—	55	40
☐	32	Psychic	Psychic	90	100	10
☐	37	Meditate	Psychic	—	—	40

L26

#44 GLOOM™

GRASS
POISON

STATS



STRONG AGAINST: E FT GR W
WEAK AGAINST: FI FL I PS

GOLD AND SILVER MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Absorb	Grass	20	100	20
☐	7	Sweet Scent	Normal	—	100	20
☐	14	Poisonpowder	Poison	—	75	35
☐	16	Stun Spore	Grass	—	75	30
☐	18	Sleep Powder	Grass	—	75	15
☐	24	Acid	Poison	40	100	30
☐	35	Moonlight	Normal	—	—	5
☐	44	Petal Dance	Grass	70	100	20

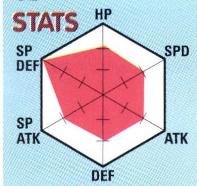
R/B/Y MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Absorb	Grass	20	100	20
☐	15	Poisonpowder	Poison	—	75	35
☐	17	Stun Spore	Grass	—	75	30
☐	19	Sleep Powder	Grass	—	75	15
☐	28	Acid	Poison	40	100	30
☐	38	Petal Dance	Grass	70	100	20
☐	52	Solarbeam	Grass	120	100	10

#97 HYPNO™

PSYCHIC

STATS



STRONG AGAINST: FT PS
WEAK AGAINST: B DK GH

GOLD AND SILVER MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Pound	Normal	40	100	35
☐	S	Hypnosis	Psychic	—	60	20
☐	10	Disable	Normal	—	55	20
☐	18	Confusion	Psychic	50	100	25
☐	25	Headbutt	Normal	70	100	15
☐	33	Poison Gas	Poison	—	55	40
☐	40	Meditate	Psychic	—	—	40
☐	49	Psychic	Psychic	90	100	10
☐	55	Psych Up	Normal	—	—	10
☐	60	Future Sight	Psychic	80	90	15

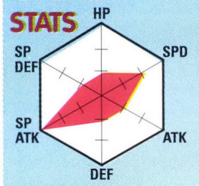
R/B/Y MOVES LIST

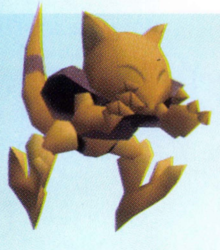
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Pound	Normal	40	100	35
☐	S	Hypnosis	Psychic	—	60	20
☐	12	Disable	Normal	—	55	20
☐	17	Confusion	Psychic	50	100	25
☐	24	Headbutt	Normal	70	100	15
☐	33	Poison Gas	Poison	—	55	40
☐	37	Psychic	Psychic	90	100	10
☐	43	Meditate	Psychic	—	—	40

#63 ABRA™

PSYCHIC

STATS





STRONG AGAINST FT PS

WEAK AGAINST B DK GH

GOLD AND SILVER MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Teleport	Psychic	—	—	20

R/B/Y MOVES LIST

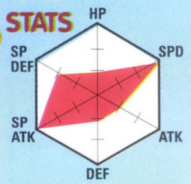
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Teleport	Psychic	—	—	20

L16

#64 KADABRA™

PSYCHIC

STATS



STRONG AGAINST FT PS

WEAK AGAINST B DK GH

GOLD AND SILVER MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Teleport	Psychic	—	—	20
☐	S	Kinesis	Psychic	—	80	15
☐	16	Confusion	Psychic	50	100	25
☐	18	Disable	Normal	—	55	20
☐	21	Psybeam	Psychic	65	100	20
☐	26	Recover	Normal	—	—	20
☐	31	Future Sight	Psychic	80	90	15
☐	38	Psychic	Psychic	90	100	10
☐	45	Reflect	Psychic	—	—	20

R/B/Y MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Teleport	Psychic	—	—	20
☐	*	Kinesis	Psychic	—	80	15
☐	16	Confusion	Psychic	50	100	25
☐	20	Disable	Normal	—	55	20
☐	27	Psybeam	Psychic	65	100	20
☐	31	Recover	Normal	—	—	20
☐	38	Psychic	Psychic	90	100	10
☐	42	Reflect	Psychic	—	—	20

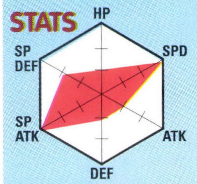
*In *Pokémon Yellow*, a Kadabra caught in the wild will know this move.

TRADE W/ GAME LINK CABLE

#65 ALAKAZAM™

PSYCHIC

STATS



STRONG AGAINST FT PS

WEAK AGAINST B DK GH

GOLD AND SILVER MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Teleport	Psychic	—	—	20
☐	S	Kinesis	Psychic	—	80	15
☐	16	Confusion	Psychic	50	100	25
☐	18	Disable	Normal	—	55	20
☐	21	Psybeam	Psychic	65	100	20
☐	26	Recover	Normal	—	—	20
☐	31	Future Sight	Psychic	80	90	15
☐	38	Psychic	Psychic	90	100	10
☐	45	Reflect	Psychic	—	—	20

R/B/Y MOVES LIST

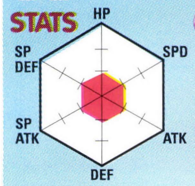
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Teleport	Psychic	—	—	20
☐	*	Kinesis	Psychic	—	80	15
☐	16	Confusion	Psychic	50	100	25
☐	20	Disable	Normal	—	55	20
☐	27	Psybeam	Psychic	65	100	20
☐	31	Recover	Normal	—	—	20
☐	38	Psychic	Psychic	90	100	10
☐	42	Reflect	Psychic	—	—	20

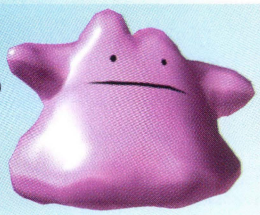
*In *Pokémon Yellow*, an Alakazam caught in the wild will know this move.

#132 DITTO™

NORMAL

STATS





STRONG AGAINST GH

WEAK AGAINST FT

GOLD AND SILVER MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Transform	Normal	—	—	10

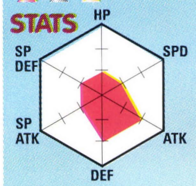
R/B/Y MOVES LIST

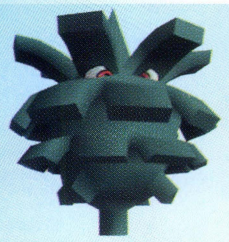
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Transform	Normal	—	—	10

#204 PINECO™

BUG

STATS





STRONG AGAINST FT GR GD

WEAK AGAINST FI FL R

GOLD AND SILVER MOVES LIST

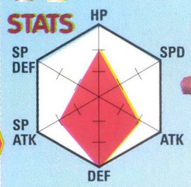
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Tackle	Normal	35	95	35
☐	S	Protect	Normal	—	—	10
☐	8	Selfdestruct	Normal	200	100	5
☐	15	Take Down	Normal	90	85	20
☐	22	Rapid Spin	Normal	20	100	40
☐	29	Bide	Normal	—	100	10
☐	36	Explosion	Normal	250	100	5
☐	43	Spikes	Ground	—	—	20
☐	50	Double-Edge	Normal	120	100	15

L31

#205 FORRETRESS™

BUG
STEEL

STATS



STRONG AGAINST B DK D GH GR I N PO PS S

WEAK AGAINST FI

GOLD AND SILVER MOVES LIST

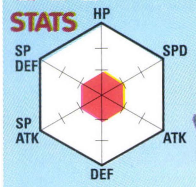
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Tackle	Normal	35	95	35
☐	S	Protect	Normal	—	—	10
☐	8	Selfdestruct	Normal	200	100	5
☐	15	Take Down	Normal	90	85	20
☐	22	Rapid Spin	Normal	20	100	40
☐	29	Bide	Normal	—	100	10
☐	39	Explosion	Normal	250	100	5
☐	49	Spikes	Ground	—	—	20
☐	59	Double-Edge	Normal	120	100	15

MAGby
L45 Nm ♀
HP:
61/131
abRA
L45 Nm ♂
HP:
10/98

#29 NIDORAN ♀™

POISON

STATS



STRONG AGAINST B FT GR PO

WEAK AGAINST GD PS

GOLD AND SILVER MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Growl	Normal	—	100	40
☐	S	Tackle	Normal	35	95	35
☐	8	Scratch	Normal	40	100	35
☐	12	Double Kick	Fighting	30	100	30
☐	17	Poison Sting	Poison	15	100	35
☐	23	Tail Whip	Normal	—	100	30
☐	30	Bite	Dark	60	100	25
☐	38	Fury Swipes	Normal	18	80	15

R/B/Y MOVES LIST

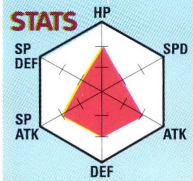
	R/B LV	Y LV	MOVE NAME	TYPE	POW	ACC	PP
☐	S	S	Growl	Normal	—	100	40
☐	S	S	Tackle	Normal	35	95	35
☐	8	8	Scratch	Normal	40	100	35
☐	14	17	Poison Sting	Poison	15	100	35
☐	21	23	Tail Whip	Normal	—	100	30
☐	29	30	Bite	Dark	60	100	25
☐	36	38	Fury Swipes	Normal	18	80	15
☐	43	12	Double Kick	Fighting	30	100	30

TO #30: L16

#30 NIDORINA™

POISON

STATS



STRONG AGAINST: B FT GR PO

WEAK AGAINST: GD PS

GOLD AND SILVER MOVES LIST

	THLEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Growl	Normal	—	100	40
☐	S	Tackle	Normal	35	95	35
☐	8	Scratch	Normal	40	100	35
☐	12	Double Kick	Fighting	30	100	30
☐	19	Poison Sting	Poison	15	100	35
☐	27	Tail Whip	Normal	—	100	30
☐	36	Bite	Dark	60	100	25
☐	46	Fury Swipes	Normal	18	80	15

R/B/Y MOVES LIST

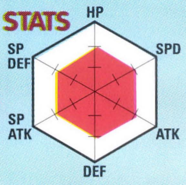
	R/B LV	Y LV	MOVE NAME	TYPE	POW	ACC	PP
☐	S	S	Growl	Normal	—	100	40
☐	S	S	Tackle	Normal	35	95	35
☐	8	8	Scratch	Normal	40	100	35
☐	14	19	Poison Sting	Poison	15	100	35
☐	23	27	Tail Whip	Normal	—	100	30
☐	32	36	Bite	Dark	60	100	25
☐	41	46	Fury Swipes	Normal	18	80	15
☐	50	12	Double Kick	Fighting	30	100	30

MOONSTONE

#31 NIDOQUEEN™

POISON
GROUND

STATS



STRONG AGAINST: B E FT PO R

WEAK AGAINST: GD I PS W

GOLD AND SILVER MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Tackle	Normal	35	95	35
☐	S	Scratch	Normal	40	100	35
☐	S	Double Kick	Fighting	30	100	30
☐	S	Tail Whip	Normal	—	100	30
☐	23	Body Slam	Normal	85	100	15

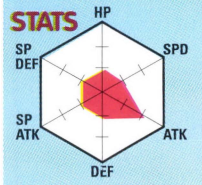
R/B/Y MOVES LIST

	R/B LV	Y LV	MOVE NAME	TYPE	POW	ACC	PP
☐	S	S	Growl	Normal	—	100	40
☐	S	S	Tackle	Normal	35	95	35
☐	8	8	Scratch	Normal	40	100	35
☐		12	Double Kick	Fighting	30	100	30
☐	14		Poison Sting	Poison	15	100	35
☐	23	23	Body Slam	Normal	85	100	15

#32 NIDORAN ♂™

POISON

STATS



STRONG AGAINST: B FT GR PO

WEAK AGAINST: GD PS

GOLD AND SILVER MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Leer	Normal	—	100	30
☐	S	Tackle	Normal	35	95	35
☐	8	Horn Attack	Normal	65	100	25
☐	12	Double Kick	Fighting	30	100	30
☐	17	Poison Sting	Poison	15	100	35
☐	23	Focus Energy	Normal	—	—	30
☐	30	Fury Attack	Normal	15	85	20
☐	38	Horn Drill	Normal	—	30	5

R/B/Y MOVES LIST

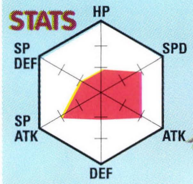
	R/B LV	Y LV	MOVE NAME	TYPE	POW	ACC	PP
☐	S	S	Leer	Normal	—	100	30
☐	S	S	Tackle	Normal	35	95	35
☐	8	8	Horn Attack	Normal	65	100	25
☐	14	17	Poison Sting	Poison	15	100	35
☐	21	23	Focus Energy	Normal	—	—	30
☐	29	30	Fury Attack	Normal	15	85	20
☐	36	38	Horn Drill	Normal	—	30	5
☐	43	12	Double Kick	Fighting	30	100	30

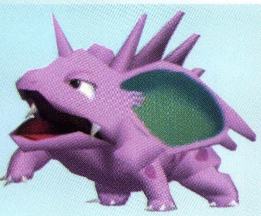
TO #33: L16

#33 NIDORINO™

POISON

STATS





STRONG AGAINST: B FT GR PO

WEAK AGAINST: GD PS

GOLD AND SILVER MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Leer	Normal	—	100	30
☐	S	Tackle	Normal	35	95	35
☐	8	Horn Attack	Normal	65	100	25
☐	12	Double Kick	Fighting	30	100	30
☐	19	Poison Sting	Poison	15	100	35
☐	27	Focus Energy	Normal	—	—	30
☐	36	Fury Attack	Normal	15	85	20
☐	46	Horn Drill	Normal	—	30	5

R/B/Y MOVES LIST

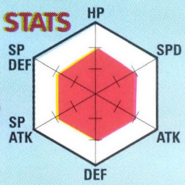
	R/B LV	Y LV	MOVE NAME	TYPE	POW	ACC	PP
☐	S	S	Leer	Normal	—	100	30
☐	S	S	Tackle	Normal	35	95	35
☐	8	8	Horn Attack	Normal	65	100	25
☐	14	19	Poison Sting	Poison	15	100	35
☐	23	27	Focus Energy	Normal	—	—	30
☐	32	36	Fury Attack	Normal	15	85	20
☐	41	46	Horn Drill	Normal	—	30	5
☐	50	12	Double Kick	Fighting	30	100	30

MOON STONE

#34 NIDOKING™

POISON
GROUND

STATS



STRONG AGAINST: B E FT PO R

WEAK AGAINST: GD I PS W

GOLD AND SILVER MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Tackle	Normal	35	95	35
☐	S	Horn Attack	Normal	65	100	25
☐	S	Double Kick	Fighting	30	100	30
☐	S	Poison Sting	Poison	15	100	35
☐	23	Thrash	Normal	90	100	20

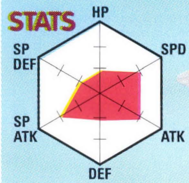
R/B/Y MOVES LIST

	R/B LV	Y LV	MOVE NAME	TYPE	POW	ACC	PP
☐	S	S	Leer	Normal	—	100	30
☐	S	S	Tackle	Normal	35	95	35
☐	8	8	Horn Attack	Normal	65	100	25
☐	—	12	Double Kick	Fighting	30	100	30
☐	14	19	Poison Sting	Poison	15	100	35
☐	23	23	Thrash	Normal	90	100	20

#193 YANMA™

BUG
FLYING

STATS



STRONG AGAINST: B FT GR GD

WEAK AGAINST: E FI FL I R

GOLD AND SILVER MOVES LIST

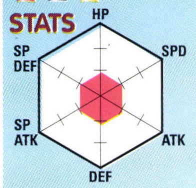
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Tackle	Normal	35	95	35
☐	S	Foresight	Normal	—	100	40
☐	7	Quick Attack	Normal	40	100	30
☐	13	Double Team	Normal	—	—	15
☐	19	Sonicboom	Normal	—	90	20
☐	25	Detect	Fighting	—	—	5
☐	31	Supersonic	Normal	—	55	20
☐	37	Swift	Normal	60	—	20
☐	43	Screech	Normal	—	85	40

GIRAFARIG
L50 Nm ♀
HP:
160/160
KINGMANIA
L51 Nm ♂
HP:
168/168

#191 SUNKERN™

GRASS

STATS



STRONG AGAINST E GR GD W

WEAK AGAINST B FI FL I PO

GOLD AND SILVER MOVES LIST

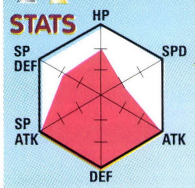
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Absorb	Grass	20	100	20
☐	4	Growth	Normal	—	—	40
☐	10	Mega Drain	Grass	40	100	10
☐	19	Sunny Day	Fire	—	—	5
☐	31	Synthesis	Grass	—	—	5
☐	46	Giga Drain	Grass	60	100	5

SUN STONE

#103 EXEGGUTOR™

GRASS
PSYCHIC

STATS



STRONG AGAINST E FT GR GD PS W

WEAK AGAINST B DK FI FL GH I PO

GOLD AND SILVER MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Barrage	Normal	15	85	20
☐	S	Hypnosis	Psychic	—	60	20
☐	S	Confusion	Psychic	50	100	25
☐	19	Stomp	Normal	65	100	20
☐	31	Egg Bomb	Normal	100	75	10

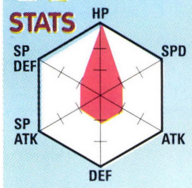
R/B/Y MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Barrage	Normal	15	85	20
☐	S	Hypnosis	Psychic	—	60	20
☐	28	Stomp	Normal	65	100	20

#202 WOBBUFFET™

PSYCHIC

STATS



STRONG AGAINST FT PS

WEAK AGAINST B DK GH

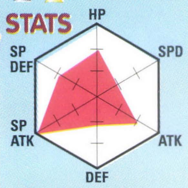
GOLD AND SILVER MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Counter	Fighting	—	100	20
☐	S	Mirror Coat	Psychic	—	100	20
☐	S	Safeguard	Normal	—	—	25
☐	S	Destiny Bond	Ghost	—	—	5

#192 SUNFLORA™

GRASS

STATS



STRONG AGAINST E GR GD W

WEAK AGAINST B FI FL I PO

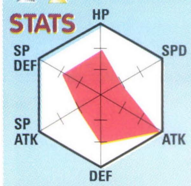
GOLD AND SILVER MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Absorb	Grass	20	100	20
☐	S	Pound	Normal	40	100	35
☐	4	Growth	Normal	—	—	40
☐	10	Razor Leaf	Grass	55	95	25
☐	19	Sunny Day	Fire	—	—	5
☐	31	Petal Dance	Grass	70	100	20
☐	46	Solarbeam	Grass	120	100	10

#185 SUDOWOODO™

ROCK

STATS

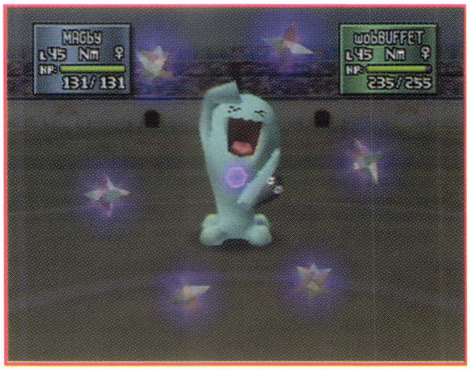


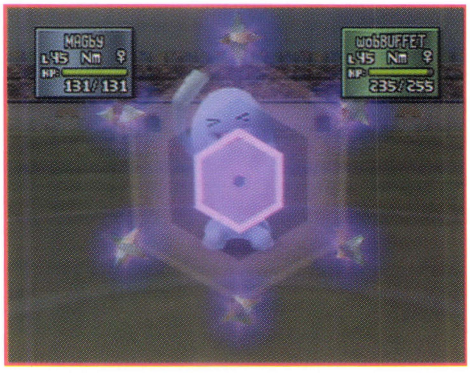
STRONG AGAINST FI FL N PO

WEAK AGAINST FT GR GD S W

GOLD AND SILVER MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Rock Throw	Rock	50	90	15
☐	S	Mimic	Normal	—	100	10
☐	10	Flail	Normal	—	100	15
☐	19	Low Kick	Fighting	50	90	20
☐	28	Rock Slide	Rock	75	90	10
☐	37	Faint Attack	Dark	60	—	20
☐	46	Slam	Normal	80	75	20

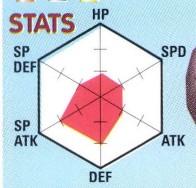


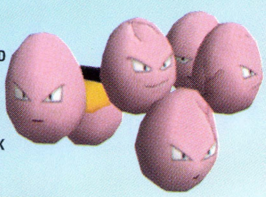


#102 EXEGGCUTE™

GRASS
PSYCHIC

STATS





STRONG AGAINST E FT GR GD PS W

WEAK AGAINST B DK FI FL GH I PO

GOLD AND SILVER MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Barrage	Normal	15	85	20
☐	S	Hypnosis	Psychic	—	60	20
☐	7	Reflect	Psychic	—	—	20
☐	13	Leech Seed	Grass	—	90	10
☐	19	Confusion	Psychic	50	100	25
☐	25	Stun Spore	Grass	—	75	30
☐	31	Poisonpowder	Poison	—	75	35
☐	37	Sleep Powder	Grass	—	75	15
☐	43	Solarbeam	Grass	120	100	10

R/B/Y MOVES LIST

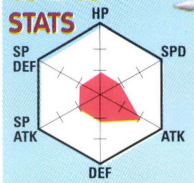
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Barrage	Normal	15	85	20
☐	S	Hypnosis	Psychic	—	60	20
☐	25	Reflect	Psychic	—	—	20
☐	28	Leech Seed	Grass	—	90	10
☐	32	Stun Spore	Grass	—	75	30
☐	37	Poisonpowder	Poison	—	75	35
☐	42	Solarbeam	Grass	120	100	10
☐	48	Sleep Powder	Grass	—	75	15

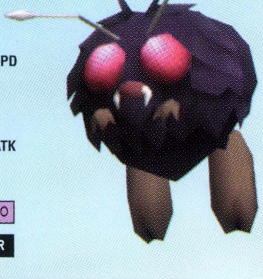
TO #103: LEAF STONE

#48 VENONAT™

BUG
POISON

STATS





STRONG AGAINST B FT GR PO

WEAK AGAINST FI FL PS R

GOLD AND SILVER MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Tackle	Normal	35	95	35
☐	S	Disable	Normal	—	55	20
☐	S	Foresight	Normal	—	100	40
☐	9	Supersonic	Normal	—	55	20
☐	17	Confusion	Psychic	50	100	25
☐	20	Poisonpowder	Poison	—	75	35
☐	25	Leech Life	Bug	20	100	15
☐	28	Stun Spore	Grass	—	75	30
☐	33	Psybeam	Psychic	65	100	20
☐	36	Sleep Powder	Grass	—	75	15
☐	41	Psychic	Psychic	90	100	10

R/B/Y MOVES LIST

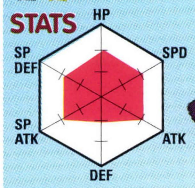
	R/B LV	Y LV	MOVE NAME	TYPE	POW	ACC	PP
☐	S	S	Tackle	Normal	35	95	35
☐	S	S	Disable	Normal	—	55	20
☐	—	11	Supersonic	Normal	—	55	20
☐	—	19	Confusion	Psychic	50	100	25
☐	24	22	Poisonpowder	Poison	—	75	35
☐	27	27	Leech Life	Bug	20	100	15
☐	30	30	Stun Spore	Grass	—	75	30
☐	35	35	Psybeam	Psychic	65	100	20
☐	38	38	Sleep Powder	Grass	—	75	15
☐	43	43	Psychic	Psychic	90	100	10

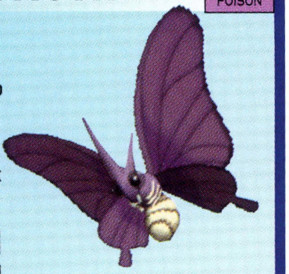
TO #49: L31

#49 VENOMOTH™

BUG
POISON

STATS





STRONG AGAINST B FT GR PO
WEAK AGAINST FI FL PS R

GOLD AND SILVER MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Tackle	Normal	35	95	35
☐	S	Disable	Normal	—	55	20
☐	S	Foresight	Normal	—	100	40
☐	9	Supersonic	Normal	—	55	20
☐	17	Confusion	Psychic	50	100	25
☐	20	Poisonpowder	Poison	—	75	35
☐	25	Leech Life	Bug	20	100	15
☐	28	Stun Spore	Grass	—	75	30
☐	31	Gust	Flying	40	100	35
☐	36	Psybeam	Psychic	65	100	20
☐	42	Sleep Powder	Grass	—	75	15
☐	52	Psychic	Psychic	90	100	10

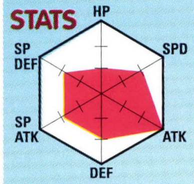
R/B/Y MOVES LIST

	R/B LV	Y LV	MOVE NAME	TYPE	POW	ACC	PP
☐	S	S	Tackle	Normal	35	95	35
☐	S	S	Disable	Normal	—	55	20
☐		S	Supersonic	Normal	—	55	20
☐		S	Confusion	Psychic	50	100	25
☐	24	22	Poisonpowder	Poison	—	75	35
☐	27	27	Leech Life	Bug	20	100	15
☐	30	30	Stun Spore	Grass	—	75	30
☐	38	38	Psybeam	Psychic	65	100	20
☐	43	43	Sleep Powder	Grass	—	75	15
☐	50	50	Psychic	Psychic	90	100	10

#127 PINSIR™

BUG

STATS



STRONG AGAINST FT GR GD
WEAK AGAINST FI FL R

GOLD AND SILVER MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Vicegrip	Normal	55	100	30
☐	7	Focus Energy	Normal	—	—	30
☐	13	Bind	Normal	15	75	20
☐	19	Seismic Toss	Fighting	—	100	20
☐	25	Harden	Normal	—	—	30
☐	31	Guillotine	Normal	—	30	5
☐	37	Submission	Fighting	80	80	25
☐	43	Swords Dance	Normal	—	—	30

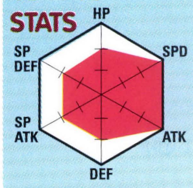
R/B/Y MOVES LIST

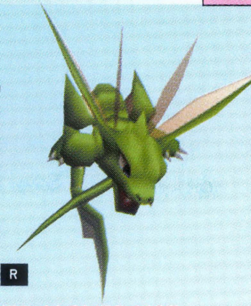
	R/B L	Y L	MOVE NAME	TYPE	POW	ACC	PP
☐	S	S	Vicegrip	Normal	55	100	30
☐	—	21	Focus Energy	Normal	—	—	30
☐	25	25	Bind	Normal	15	75	20
☐	30	30	Seismic Toss	Fighting	—	100	20
☐	36	36	Harden	Normal	—	—	30
☐	43	43	Guillotine	Normal	—	30	5
☐	49	49	Submission	Fighting	80	80	25
☐	54	54	Swords Dance	Normal	—	—	30

#123 SCYTHER™

BUG
FLYING

STATS





STRONG AGAINST B FT GR GD
WEAK AGAINST E FI FL I R

GOLD AND SILVER MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Quick Attack	Normal	40	100	30
☐	S	Leer	Normal	—	100	30
☐	6	Focus Energy	Normal	—	—	30
☐	12	Pursuit	Dark	40	100	20
☐	18	False Swipe	Normal	40	100	40
☐	24	Agility	Psychic	—	—	30
☐	30	Wing Attack	Flying	60	100	35
☐	36	Slash	Normal	70	100	20
☐	42	Swords Dance	Normal	—	—	30
☐	48	Double Team	Normal	—	—	15

R/B/Y MOVES LIST

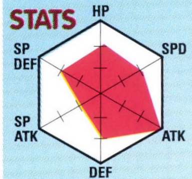
	R/B LV	Y LV	MOVE NAME	TYPE	POW	ACC	PP
☐	S	S	Quick Attack	Normal	40	100	30
☐	17	17	Leer	Normal	—	100	30
☐	20	20	Focus Energy	Normal	—	—	30
☐	24	24	Double Team	Normal	—	—	15
☐	29	29	Slash	Normal	70	100	20
☐	35	35	Swords Dance	Normal	—	—	30
☐	42	42	Agility	Psychic	—	—	30
☐	—	50	Wing Attack	Flying	60	100	35

TRADE W/ METAL COAT

#214 HERACROSS™

BUG
FIGHTING

STATS



STRONG AGAINST B DK FT GR GD
WEAK AGAINST FI FL PS

GOLD AND SILVER MOVES LIST

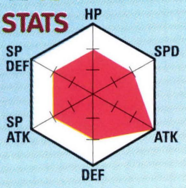
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Tackle	Normal	35	95	35
☐	S	Leer	Normal	—	100	30
☐	6	Horn Attack	Normal	65	100	25
☐	12	Endure	Normal	—	—	10
☐	19	Fury Attack	Normal	15	85	20
☐	27	Counter	Fighting	—	100	20
☐	35	Take Down	Normal	90	85	20
☐	44	Reversal	Fighting	—	100	15
☐	54	Megahorn	Bug	120	85	10

VENOnat
L30 Nm ♀
HP:
78/99
griMER
L30 Nm ♀
HP:
98/98

#212 SCIZOR™

BUG
STEEL

STATS



STRONG AGAINST B DK D GH GR I N PO PS S
WEAK AGAINST FI

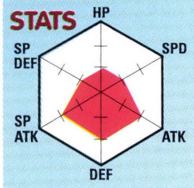
GOLD AND SILVER MOVES LIST

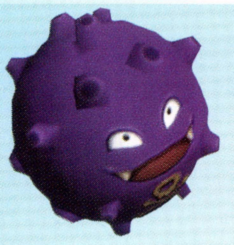
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Quick Attack	Normal	40	100	30
☐	S	Leer	Normal	—	100	30
☐	6	Focus Energy	Normal	—	—	30
☐	12	Pursuit	Dark	40	100	20
☐	18	False Swipe	Normal	40	100	40
☐	24	Agility	Psychic	—	—	30
☐	30	Metal Claw	Steel	50	95	35
☐	36	Slash	Normal	70	100	20
☐	42	Swords Dance	Normal	—	—	30
☐	48	Double Team	Normal	—	—	15

#109 KOFFING™

POISON

STATS





STRONG AGAINST B FT GR PO
WEAK AGAINST GD PS

GOLD AND SILVER MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Poison Gas	Poison	—	55	40
☐	S	Tackle	Normal	35	95	35
☐	9	Smog	Poison	20	70	20
☐	17	Selfdestruct	Normal	200	100	5
☐	21	Sludge	Poison	65	100	20
☐	25	Smokescreen	Normal	—	100	20
☐	33	Haze	Ice	—	—	30
☐	41	Explosion	Normal	250	100	5
☐	45	Destiny Bond	Ghost	—	—	5

TO #110: L35

R/B/Y MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Tackle	Normal	35	95	35
☐	S	Smog	Poison	20	70	20
☐	32	Sludge	Poison	65	100	20
☐	37	Smokescreen	Normal	—	100	20
☐	40	Selfdestruct	Normal	200	100	5
☐	45	Haze	Ice	—	—	30
☐	48	Explosion	Normal	250	100	5

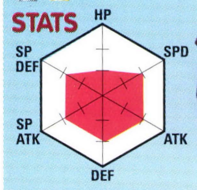
SLASH
L100 Nm ♂
HP:
315/315
ABLEDY
L100 Nm ♀
HP:
110/364

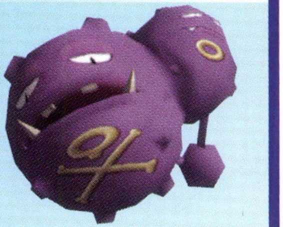
Its ATTRACTION kept it from attacking!

#110 WEEZING™

POISON

STATS





STRONG AGAINST B FT GR PO

WEAK AGAINST GD PS

GOLD AND SILVER MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Poison Gas	Poison	—	55	40
☐	S	Tackle	Normal	35	95	35
☐	9	Smog	Poison	20	70	20
☐	17	Selfdestruct	Normal	200	100	5
☐	21	Sludge	Poison	65	100	20
☐	25	Smokescreen	Normal	—	100	20
☐	33	Haze	Ice	—	—	30
☐	44	Explosion	Normal	250	100	5
☐	51	Destiny Bond	Ghost	—	—	5

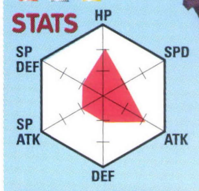
R/B/Y MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Tackle	Normal	35	95	35
☐	S	Smog	Poison	20	70	20
☐	32	Sludge	Poison	65	100	20
☐	39	Smokescreen	Normal	—	100	20
☐	43	Selfdestruct	Normal	200	100	5
☐	49	Haze	Ice	—	—	30
☐	53	Explosion	Normal	250	100	5

#88 GRIMER™

POISON

STATS



STRONG AGAINST B FT GR PO

WEAK AGAINST GD PS

GOLD AND SILVER MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Poison Gas	Poison	—	55	40
☐	S	Pound	Normal	40	100	35
☐	5	Harden	Normal	—	—	30
☐	10	Disable	Normal	—	55	20
☐	16	Sludge	Poison	65	100	20
☐	23	Minimize	Normal	—	—	20
☐	31	Screech	Normal	—	85	40
☐	40	Acid Armor	Poison	—	—	40
☐	50	Sludge Bomb	Poison	90	100	10

R/B/Y MOVES LIST

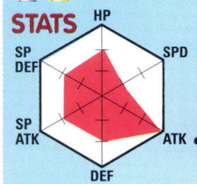
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Pound	Normal	40	100	35
☐	S	Disable	Normal	—	55	20
☐	30	Poison Gas	Poison	—	55	40
☐	33	Minimize	Normal	—	—	20
☐	37	Sludge	Poison	65	100	20
☐	42	Harden	Normal	—	—	30
☐	48	Screech	Normal	—	85	40
☐	55	Acid Armor	Poison	—	—	40

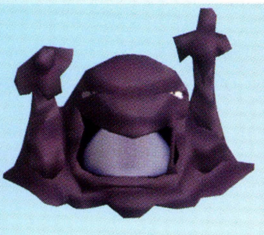
L38

#89 MUK™

POISON

STATS





STRONG AGAINST B FT GR PO

WEAK AGAINST GD PS

GOLD AND SILVER MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Poison Gas	Poison	—	55	40
☐	S	Pound	Normal	40	100	35
☐	33	Harden	Normal	—	—	30
☐	37	Disable	Normal	—	55	20
☐	45	Sludge	Poison	65	100	20
☐	45	Minimize	Normal	—	—	20
☐	45	Screech	Normal	—	85	40
☐	45	Acid Armor	Poison	—	—	40
☐	60	Sludge Bomb	Poison	90	100	10

R/B/Y MOVES LIST

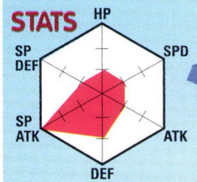
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Pound	Normal	40	100	35
☐	S	Disable	Normal	—	55	20
☐	30	Poison Gas	Poison	—	55	40
☐	33	Minimize	Normal	—	—	20
☐	37	Sludge	Poison	65	100	20
☐	45	Harden	Normal	—	—	30
☐	53	Screech	Normal	—	85	40
☐	60	Acid Armor	Poison	—	—	40

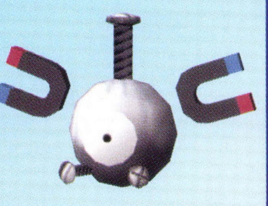
#81 MAGNEMITE™

ELECTRIC

STEEL

STATS





STRONG AGAINST B DK D E FL GH GR I N PO PS R S

WEAK AGAINST FT FI GD

GOLD AND SILVER MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Tackle	Normal	35	95	35
☐	6	Thundershock	Electric	40	100	30
☐	11	Supersonic	Normal	—	55	20
☐	16	Sonicboom	Normal	—	90	20
☐	21	Thunder Wave	Electric	—	100	20
☐	27	Lock-on	Normal	—	100	5
☐	33	Swift	Normal	60	—	20
☐	39	Screech	Normal	—	85	40
☐	45	Zap Cannon	Electric	100	50	5

R/B/Y MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Tackle	Normal	35	95	35
☐	21	Sonicboom	Normal	—	90	20
☐	25	Thundershock	Electric	40	100	30
☐	29	Supersonic	Normal	—	55	20
☐	35	Thunder Wave	Electric	—	100	20
☐	41	Swift	Normal	60	—	20
☐	47	Screech	Normal	—	85	40

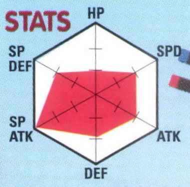
L30

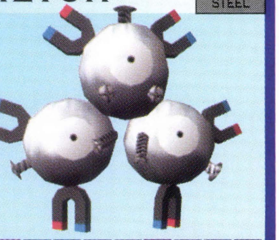
#82 MAGNETON™

ELECTRIC

STEEL

STATS





STRONG AGAINST B DK D E FL GH GR I N PO PS R S

WEAK AGAINST FT FI GD

GOLD AND SILVER MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Tackle	Normal	35	95	35
☐	6	Thundershock	Electric	40	100	30
☐	11	Supersonic	Normal	—	55	20
☐	16	Sonicboom	Normal	—	90	20
☐	21	Thunder Wave	Electric	—	100	20
☐	27	Lock-on	Normal	—	100	5
☐	35	Swift	Normal	60	—	20
☐	43	Screech	Normal	—	85	40
☐	53	Zap Cannon	Electric	100	50	5

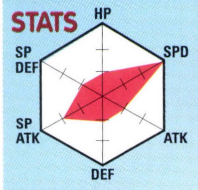
R/B/Y MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Tackle	Normal	35	95	35
☐	21	Sonicboom	Normal	—	90	20
☐	25	Thundershock	Electric	40	100	30
☐	29	Supersonic	Normal	—	55	20
☐	38	Thunder Wave	Electric	—	100	20
☐	46	Swift	Normal	60	—	20
☐	54	Screech	Normal	—	85	40

#100 VOLTORB™

ELECTRIC

STATS



STRONG AGAINST E FL

WEAK AGAINST GD

GOLD AND SILVER MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Tackle	Normal	35	95	35
☐	9	Screech	Normal	—	85	40
☐	17	Sonicboom	Normal	—	90	20
☐	23	Selfdestruct	Normal	200	100	5
☐	29	Rollout	Rock	30	90	20
☐	33	Light Screen	Psychic	—	—	30
☐	37	Swift	Normal	60	—	20
☐	39	Explosion	Normal	250	100	5
☐	41	Mirror Coat	Psychic	—	100	20

R/B/Y MOVES LIST

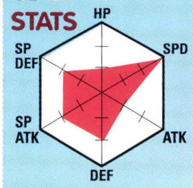
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Tackle	Normal	35	95	35
☐	S	Screech	Normal	—	85	40
☐	17	Sonicboom	Normal	—	90	20
☐	22	Selfdestruct	Normal	200	100	5
☐	29	Light Screen	Psychic	—	—	30
☐	36	Swift	Normal	60	—	20
☐	43	Explosion	Normal	250	100	5

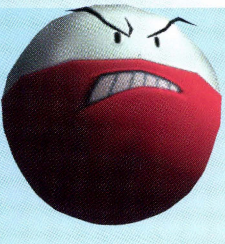
TO #101: L30

#101 ELECTRODE™

ELECTRIC

STATS





STRONG AGAINST E FL
WEAK AGAINST GD

GOLD AND SILVER MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Tackle	Normal	35	95	35
☐	9	Screech	Normal	—	85	40
☐	17	Sonicboom	Normal	—	90	20
☐	23	Selfdestruct	Normal	200	100	5
☐	29	Rollout	Rock	30	90	20
☐	34	Light Screen	Psychic	—	—	30
☐	40	Swift	Normal	60	—	20
☐	44	Explosion	Normal	250	100	5
☐	48	Mirror Coat	Psychic	—	100	20

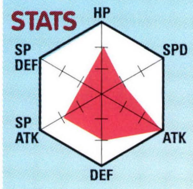
R/B/Y MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Tackle	Normal	35	95	35
☐	S	Screech	Normal	—	85	40
☐	17	Sonicboom	Normal	—	90	20
☐	22	Selfdestruct	Normal	200	100	5
☐	29	Light Screen	Psychic	—	—	30
☐	40	Swift	Normal	60	—	20
☐	50	Explosion	Normal	250	100	5

#210 GRANBULL™

NORMAL

STATS



STRONG AGAINST GH
WEAK AGAINST FT

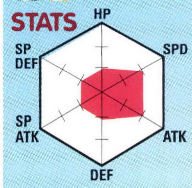
GOLD AND SILVER MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Tackle	Normal	35	95	35
☐	S	Scary Face	Normal	—	90	10
☐	4	Tail Whip	Normal	—	100	30
☐	8	Charm	Normal	—	100	20
☐	13	Bite	Dark	60	100	25
☐	19	Lick	Ghost	20	100	30
☐	28	Roar	Normal	—	100	20
☐	38	Rage	Normal	20	100	20
☐	51	Take Down	Normal	90	85	20

#190 AIPOM™

NORMAL

STATS



STRONG AGAINST GH
WEAK AGAINST FT

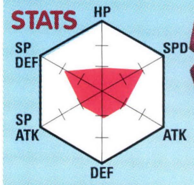
GOLD AND SILVER MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Scratch	Normal	40	100	35
☐	S	Tail Whip	Normal	—	100	30
☐	6	Sand-Attack	Ground	—	100	15
☐	12	Baton Pass	Normal	—	—	40
☐	19	Fury Swipes	Normal	18	80	15
☐	27	Swift	Normal	60	—	20
☐	36	Screech	Normal	—	85	40
☐	46	Agility	Psychic	—	—	30

#37 VULPIX™

FIRE

STATS



STRONG AGAINST B FI GR I S
WEAK AGAINST GD R W

GOLD AND SILVER MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Ember	Fire	40	100	25
☐	S	Tail Whip	Normal	—	100	30
☐	7	Quick Attack	Normal	40	100	30
☐	13	Roar	Normal	—	100	20
☐	19	Confuse Ray	Ghost	—	100	10
☐	25	Safeguard	Normal	—	—	25
☐	31	Flamethrower	Fire	95	100	15
☐	37	Fire Spin	Fire	15	70	15

R/B/Y MOVES LIST

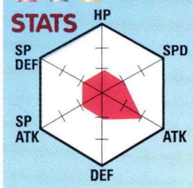
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Ember	Fire	40	100	25
☐	S	Tail Whip	Normal	—	100	30
☐	16	Quick Attack	Normal	40	100	30
☐	21	Roar	Normal	—	100	20
☐	28	Confuse Ray	Ghost	—	100	10
☐	35	Flamethrower	Fire	95	100	15
☐	42	Fire Spin	Fire	15	70	15

FIRE STONE

#209 SNUBBULL™

NORMAL

STATS



STRONG AGAINST GH
WEAK AGAINST FT

GOLD AND SILVER MOVES LIST

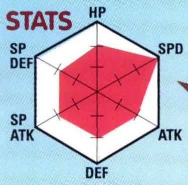
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Tackle	Normal	35	95	35
☐	S	Scary Face	Normal	—	90	10
☐	4	Tail Whip	Normal	—	100	30
☐	8	Charm	Normal	—	100	20
☐	13	Bite	Dark	60	100	25
☐	19	Lick	Ghost	20	100	30
☐	26	Roar	Normal	—	100	20
☐	34	Rage	Normal	20	100	20
☐	43	Take Down	Normal	90	85	20

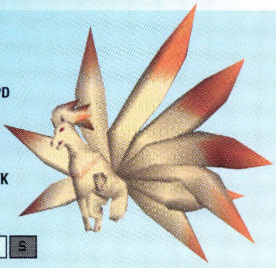
TO #210: L23

#38 NINETALES™

FIRE

STATS





STRONG AGAINST B FI GR I S
WEAK AGAINST GD R W

GOLD AND SILVER MOVES LIST

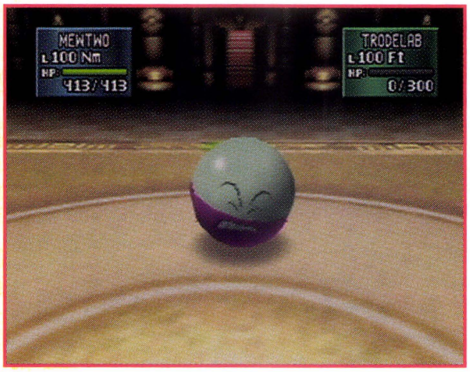
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Ember	Fire	40	100	25
☐	S	Quick Attack	Normal	40	100	30
☐	S	Confuse Ray	Ghost	—	100	10
☐	S	Safeguard	Normal	—	—	25
☐	43	Fire Spin	Fire	15	70	15

R/B/Y MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Ember	Fire	40	100	25
☐	S	Tail Whip	Normal	—	100	30

MEWTWO
L100 Nm
HP: 413/413
MUK
L100 Nm ♀
HP: 395/395

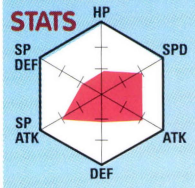
There, that's MUK!



HERACROSS
L55 Nm ♂
HP: 182/182
ANBULLINY
L52 Nm ♀
HP: 131/186

#58 GROWLITHE™

FIRE



STRONG AGAINST B FI GR I S
WEAK AGAINST GD R W

GOLD AND SILVER MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Bite	Dark	60	100	25
☐	S	Roar	Normal	—	100	20
☐	9	Ember	Fire	40	100	25
☐	18	Leer	Normal	—	100	30
☐	26	Take Down	Normal	90	85	20
☐	34	Flame Wheel	Fire	60	100	25
☐	42	Agility	Psychic	—	—	30
☐	50	Flamethrower	Fire	95	100	15

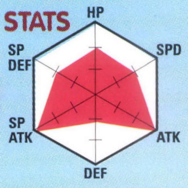
R/B/Y MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Bite	Dark	60	100	25
☐	S	Roar	Normal	—	100	20
☐	18	Ember	Fire	40	100	25
☐	23	Leer	Normal	—	100	30
☐	30	Take Down	Normal	90	85	20
☐	39	Agility	Psychic	—	—	30
☐	50	Flamethrower	Fire	95	100	15

FIRE STONE

#59 ARCANINE™

FIRE



STRONG AGAINST B FI GR I S
WEAK AGAINST GD R W

GOLD AND SILVER MOVES LIST

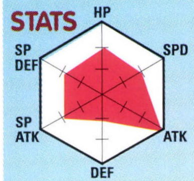
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Roar	Normal	—	100	20
☐	S	Leer	Normal	—	100	30
☐	S	Take Down	Normal	90	85	20
☐	S	Flame Wheel	Fire	60	100	25
☐	50	Extreme Speed	Normal	80	100	5

R/B/Y MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Bite	Dark	60	100	25
☐	S	Roar	Normal	—	100	20

#234 STANTLER™

NORMAL



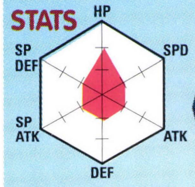
STRONG AGAINST GH
WEAK AGAINST FT

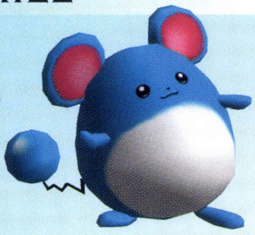
GOLD AND SILVER MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Tackle	Normal	35	95	35
☐	8	Leer	Normal	—	100	30
☐	15	Hypnosis	Psychic	—	60	20
☐	23	Stomp	Normal	65	100	20
☐	31	Sand-Attack	Ground	—	100	15
☐	40	Take Down	Normal	90	85	20
☐	49	Confuse Ray	Ghost	—	100	10

#183 MARILL™

WATER





STRONG AGAINST FI I S W
WEAK AGAINST E GR

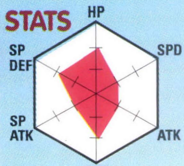
GOLD AND SILVER MOVES LIST

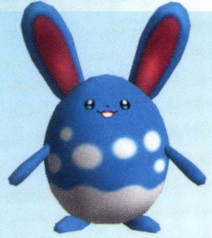
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Tackle	Normal	35	95	35
☐	3	Defense Curl	Normal	—	—	40
☐	6	Tail Whip	Normal	—	100	30
☐	10	Water Gun	Water	40	100	25
☐	15	Rollout	Rock	30	90	20
☐	21	Bubblebeam	Water	65	100	20
☐	28	Double-Edge	Normal	120	100	15
☐	36	Rain Dance	Water	—	—	5

L18

#184 AZUMARILL™

WATER





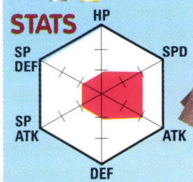
STRONG AGAINST FI I S W
WEAK AGAINST E GR

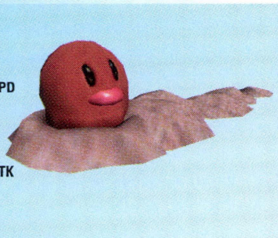
GOLD AND SILVER MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Tackle	Normal	35	95	35
☐	3	Defense Curl	Normal	—	—	40
☐	6	Tail Whip	Normal	—	100	30
☐	10	Water Gun	Water	40	100	25
☐	15	Rollout	Rock	30	90	20
☐	25	Bubblebeam	Water	65	100	20
☐	36	Double-Edge	Normal	120	100	15
☐	48	Rain Dance	Water	—	—	5

#50 DIGLETT™

GROUND





STRONG AGAINST E PO R
WEAK AGAINST GR I W

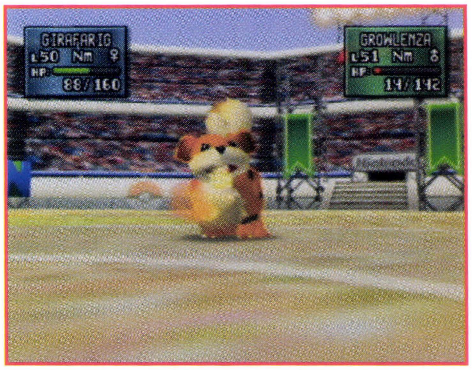
GOLD AND SILVER MOVES LIST

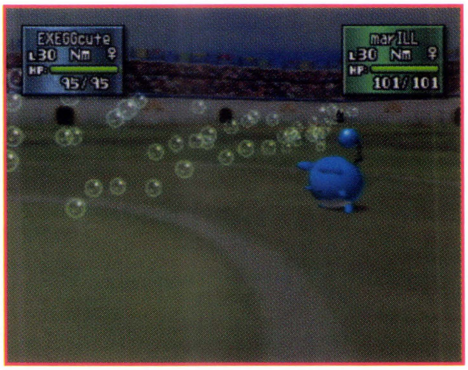
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Scratch	Normal	40	100	35
☐	5	Growl	Normal	—	100	40
☐	9	Magnitude	Ground	—	100	30
☐	17	Dig	Ground	60	100	10
☐	25	Sand-Attack	Ground	—	100	15
☐	33	Slash	Normal	70	100	20
☐	41	Earthquake	Ground	100	100	10
☐	49	Fissure	Ground	—	30	5

R/B/Y MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Scratch	Normal	40	100	35
☐	15	Growl	Normal	—	100	40
☐	19	Dig	Ground	60	100	10
☐	24	Sand-Attack	Ground	—	100	15
☐	31	Slash	Normal	70	100	20
☐	40	Earthquake	Ground	100	100	10

TO #51: L26

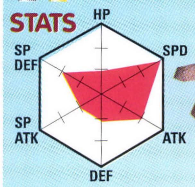


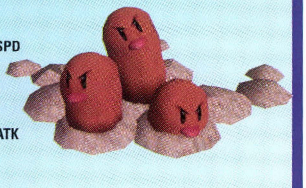


#51 DUGTRIO™

GROUND

STATS





STRONG AGAINST: E PO R
WEAK AGAINST: GR I W

GOLD AND SILVER MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Scratch	Normal	40	100	35
☐	5	Growl	Normal	—	100	40
☐	9	Magnitude	Ground	—	100	30
☐	17	Dig	Ground	60	100	10
☐	25	Sand-Attack	Ground	—	100	15
☐	37	Slash	Normal	70	100	20
☐	49	Earthquake	Ground	100	100	10
☐	61	Fissure	Ground	—	30	5

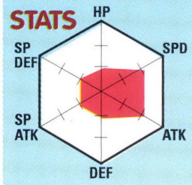
R/B/Y MOVES LIST

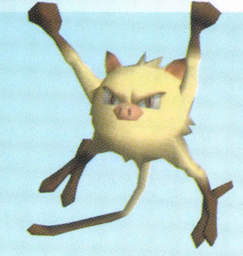
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Scratch	Normal	40	100	35
☐	15	Growl	Normal	—	100	40
☐	19	Dig	Ground	60	100	10
☐	24	Sand-Attack	Ground	—	100	15
☐	35	Slash	Normal	70	100	20
☐	47	Earthquake	Ground	100	100	10

#56 MANKEY™

FIGHTING

STATS





STRONG AGAINST: B DK R
WEAK AGAINST: FL PS

GOLD AND SILVER MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Scratch	Normal	40	100	35
☐	S	Leer	Normal	—	100	30
☐	9	Low Kick	Fighting	50	90	20
☐	15	Karate Chop	Fighting	50	100	25
☐	21	Fury Swipes	Normal	18	80	15
☐	27	Focus Energy	Normal	—	—	30
☐	33	Seismic Toss	Fighting	—	100	20
☐	39	Cross Chop	Fighting	100	80	5
☐	45	Screech	Normal	—	85	40
☐	51	Thrash	Normal	90	100	20

R/B/Y MOVES LIST

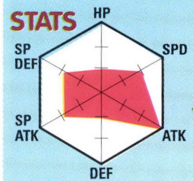
	R/B LV	Y LV	MOVE NAME	TYPE	POW	ACC	PP
☐	S	S	Scratch	Normal	40	100	35
☐	S	S	Leer	Normal	—	100	30
☐	—	9	Low Kick	Fighting	50	90	20
☐	15	15	Karate Chop	Fighting	50	100	25
☐	21	21	Fury Swipes	Normal	18	80	15
☐	27	27	Focus Energy	Normal	—	—	30
☐	33	33	Seismic Toss	Fighting	—	100	20
☐	—	39	Screech	Normal	—	85	40
☐	39	45	Thrash	Normal	90	100	20

L28

#57 PRIMEAPE™

FIGHTING

STATS



STRONG AGAINST: B DK R
WEAK AGAINST: FL PS

GOLD AND SILVER MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Scratch	Normal	40	100	35
☐	S	Leer	Normal	—	100	30
☐	9	Low Kick	Fighting	50	90	20
☐	15	Karate Chop	Fighting	50	100	25
☐	21	Fury Swipes	Normal	18	80	15
☐	27	Focus Energy	Normal	—	—	30
☐	28	Rage	Normal	20	100	20
☐	36	Seismic Toss	Fighting	—	100	20
☐	45	Cross Chop	Fighting	100	80	5
☐	54	Screech	Normal	—	85	40
☐	63	Thrash	Normal	90	100	20

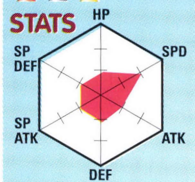
R/B/Y MOVES LIST

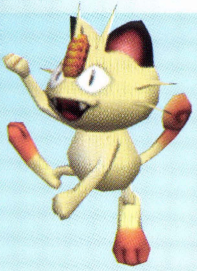
	R/B LV	Y LV	MOVE NAME	TYPE	POW	ACC	PP
☐	S	S	Scratch	Normal	40	100	35
☐	S	S	Leer	Normal	—	100	30
☐	—	9	Low Kick	Fighting	50	90	20
☐	15	15	Karate Chop	Fighting	50	100	25
☐	21	21	Fury Swipes	Normal	18	80	15
☐	27	27	Focus Energy	Normal	—	—	30
☐	—	28	Rage	Normal	20	100	20
☐	37	37	Seismic Toss	Fighting	—	100	20
☐	—	45	Screech	Normal	—	85	40
☐	46	46	Thrash	Normal	90	100	20

#52 MEOWTH™

NORMAL

STATS





STRONG AGAINST: GH
WEAK AGAINST: FT

GOLD AND SILVER MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Scratch	Normal	40	100	35
☐	S	Growl	Normal	—	100	40
☐	11	Bite	Dark	60	100	25
☐	20	Pay Day	Normal	40	100	20
☐	28	Faint Attack	Dark	60	—	20
☐	35	Screech	Normal	—	85	40
☐	41	Fury Swipes	Normal	18	80	15
☐	46	Slash	Normal	70	100	20

R/B/Y MOVES LIST

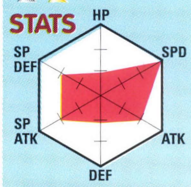
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Scratch	Normal	40	100	35
☐	S	Growl	Normal	—	100	40
☐	12	Bite	Dark	60	100	25
☐	17	Pay Day	Normal	40	100	20
☐	24	Screech	Normal	—	85	40
☐	33	Fury Swipes	Normal	18	80	15
☐	44	Slash	Normal	70	100	20

L28

#53 PERSIAN™

NORMAL

STATS



STRONG AGAINST: GH
WEAK AGAINST: FT

GOLD AND SILVER MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Scratch	Normal	40	100	35
☐	S	Growl	Normal	—	100	40
☐	11	Bite	Dark	60	100	25
☐	20	Pay Day	Normal	40	100	20
☐	29	Faint Attack	Dark	60	—	20
☐	38	Screech	Normal	—	85	40
☐	46	Fury Swipes	Normal	18	80	15
☐	53	Slash	Normal	70	100	20

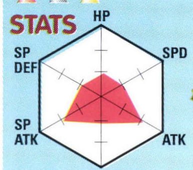
R/B/Y MOVES LIST

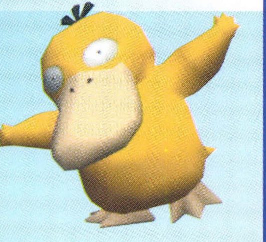
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Scratch	Normal	40	100	35
☐	S	Growl	Normal	—	100	40
☐	12	Bite	Dark	60	100	25
☐	17	Pay Day	Normal	40	100	20
☐	24	Screech	Normal	—	85	40
☐	37	Fury Swipes	Normal	18	80	15
☐	51	Slash	Normal	70	100	20

#54 PSYDUCK™

WATER

STATS





STRONG AGAINST: FI I S W
WEAK AGAINST: E GR

GOLD AND SILVER MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Scratch	Normal	40	100	35
☐	5	Tail Whip	Normal	—	100	30
☐	10	Disable	Normal	—	55	20
☐	16	Confusion	Psychic	50	100	25
☐	23	Screech	Normal	—	85	40
☐	31	Psych Up	Normal	—	—	10
☐	40	Fury Swipes	Normal	18	80	15
☐	50	Hydro Pump	Water	120	80	5

R/B/Y MOVES LIST

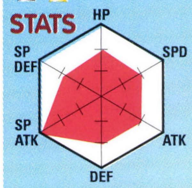
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Scratch	Normal	40	100	35
☐	28	Tail Whip	Normal	—	100	30
☐	31	Disable	Normal	—	55	20
☐	36	Confusion	Psychic	50	100	25
☐	43	Fury Swipes	Normal	18	80	15
☐	52	Hydro Pump	Water	120	80	5

TO #55: L33

#55 GOLDUCK™

WATER

STATS



STRONG AGAINST: FI, I, S, W

WEAK AGAINST: E, GR

GOLD AND SILVER MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Scratch	Normal	40	100	35
☐	5	Tail Whip	Normal	—	100	30
☐	10	Disable	Normal	—	55	20
☐	16	Confusion	Psychic	50	100	25
☐	23	Screech	Normal	—	85	40
☐	31	Psych Up	Normal	—	—	10
☐	44	Fury Swipes	Normal	18	80	15
☐	58	Hydro Pump	Water	120	80	5

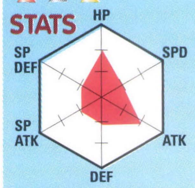
R/B/Y MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Scratch	Normal	40	100	35
☐	28	Tail Whip	Normal	—	100	30
☐	31	Disable	Normal	—	55	20
☐	39	Confusion	Psychic	50	100	25
☐	48	Fury Swipes	Normal	18	80	15
☐	59	Hydro Pump	Water	120	80	5

#66 MACHOP™

FIGHTING

STATS



STRONG AGAINST: B, DK, R

WEAK AGAINST: FL, PS

GOLD AND SILVER MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Low Kick	Fighting	50	90	20
☐	S	Leer	Normal	—	100	30
☐	7	Focus Energy	Normal	—	—	30
☐	13	Karate Chop	Fighting	50	100	25
☐	19	Seismic Toss	Fighting	—	100	20
☐	25	Foresight	Normal	—	100	40
☐	31	Vital Throw	Fighting	70	100	10
☐	37	Cross Chop	Fighting	100	80	5
☐	43	Scary Face	Normal	—	90	10
☐	49	Submission	Fighting	80	80	25

R/B/Y MOVES LIST

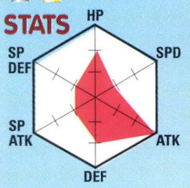
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Karate Chop	Fighting	50	100	25
☐	20	Low Kick	Fighting	50	90	20
☐	25	Leer	Normal	—	100	30
☐	32	Focus Energy	Normal	—	—	30
☐	39	Seismic Toss	Fighting	—	100	20
☐	46	Submission	Fighting	80	80	25

L28

#67 MACHOKE™

FIGHTING

STATS



STRONG AGAINST: B, DK, R

WEAK AGAINST: FL, PS

GOLD AND SILVER MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Low Kick	Fighting	50	90	20
☐	S	Leer	Normal	—	100	30
☐	8	Focus Energy	Normal	—	—	30
☐	15	Karate Chop	Fighting	50	100	25
☐	19	Seismic Toss	Fighting	—	100	20
☐	25	Foresight	Normal	—	100	40
☐	34	Vital Throw	Fighting	70	100	10
☐	43	Cross Chop	Fighting	100	80	5
☐	52	Scary Face	Normal	—	90	10
☐	61	Submission	Fighting	80	80	25

R/B/Y MOVES LIST

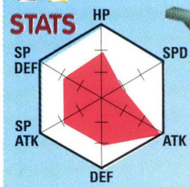
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Karate Chop	Fighting	50	100	25
☐	20	Low Kick	Fighting	50	90	20
☐	25	Leer	Normal	—	100	30
☐	36	Focus Energy	Normal	—	—	30
☐	44	Seismic Toss	Fighting	—	100	20
☐	52	Submission	Fighting	80	80	25

TO #68: TRADE W/ GAME LINK CABLE

#68 MACHAMP™

FIGHTING

STATS



STRONG AGAINST: B, DK, R

WEAK AGAINST: FL, PS

GOLD AND SILVER MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Low Kick	Fighting	50	90	20
☐	S	Leer	Normal	—	100	30
☐	8	Focus Energy	Normal	—	—	30
☐	15	Karate Chop	Fighting	50	100	25
☐	19	Seismic Toss	Fighting	—	100	20
☐	25	Foresight	Normal	—	100	40
☐	34	Vital Throw	Fighting	70	100	10
☐	43	Cross Chop	Fighting	100	80	5
☐	52	Scary Face	Normal	—	90	10
☐	61	Submission	Fighting	80	80	25

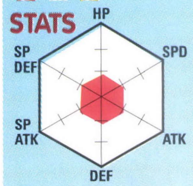
R/B/Y MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Karate Chop	Fighting	50	100	25
☐	20	Low Kick	Fighting	50	90	20
☐	25	Leer	Normal	—	100	30
☐	36	Focus Energy	Normal	—	—	30
☐	44	Seismic Toss	Fighting	—	100	20
☐	52	Submission	Fighting	80	80	25

#236 TYROGUE™

FIGHTING

STATS



STRONG AGAINST: B, DK, R

WEAK AGAINST: FL, PS

GOLD AND SILVER MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Tackle	Normal	35	95	35

#106: L20, Attack>Defense; To #107: L20, Attack<Defense; To #237: L20, Attack=Defense

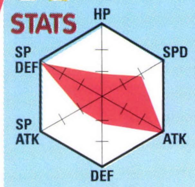
MEWTWO
L100 Nm
HP:
343/413
TAUROS
L100 Nm ♂
HP:
128/317

SWINUB
L5 Nm ♀
HP:
11/22
MAGBAL
L5 Nm ♂
HP:
20/20

#106 HITMONLEE™

FIGHTING

STATS



STRONG AGAINST: B, DK, R

WEAK AGAINST: FL, PS

GOLD AND SILVER MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Double Kick	Fighting	30	100	30
☐	6	Meditate	Psychic	—	—	40
☐	11	Rolling Kick	Fighting	60	85	15
☐	16	Jump Kick	Fighting	70	95	25
☐	21	Focus Energy	Normal	—	—	30
☐	26	Hi Jump Kick	Fighting	85	90	20
☐	31	Mind Reader	Normal	—	100	5
☐	36	Foresight	Normal	—	100	40
☐	41	Endure	Normal	—	—	10
☐	46	Mega Kick	Normal	120	75	5
☐	51	Reversal	Fighting	—	100	15

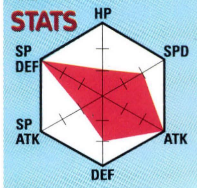
R/B/Y MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Double Kick	Fighting	30	100	30
☐	S	Meditate	Psychic	—	—	40
☐	33	Rolling Kick	Fighting	60	85	15
☐	38	Jump Kick	Fighting	70	95	25
☐	43	Focus Energy	Normal	—	—	30
☐	48	Hi Jump Kick	Fighting	85	90	20
☐	53	Mega Kick	Normal	120	75	5

TO #107: L32

#107 HITMONCHAN™

FIGHTING



STRONG AGAINST B DK R

WEAK AGAINST FL PS

GOLD AND SILVER MOVES LIST

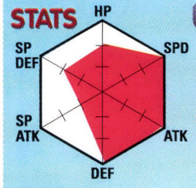
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Comet Punch	Normal	18	85	15
☐	7	Agility	Psychic	—	—	30
☐	13	Pursuit	Dark	40	100	20
☐	26	Thunderpunch	Electric	75	100	15
☐	26	Ice Punch	Ice	75	100	15
☐	26	Fire Punch	Fire	75	100	15
☐	32	Mach Punch	Fighting	40	100	30
☐	38	Mega Punch	Normal	80	85	20
☐	44	Detect	Fighting	—	—	5
☐	50	Counter	Fighting	—	100	20

R/B/Y MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Comet Punch	Normal	18	85	15
☐	S	Agility	Psychic	—	—	30
☐	33	Fire Punch	Fire	75	100	15
☐	38	Ice Punch	Ice	75	100	15
☐	43	Thunderpunch	Electric	75	100	15
☐	48	Mega Punch	Normal	80	85	20
☐	53	Counter	Fighting	—	100	20

#128 TAUROS™

NORMAL



STRONG AGAINST GH

WEAK AGAINST FT

GOLD AND SILVER MOVES LIST

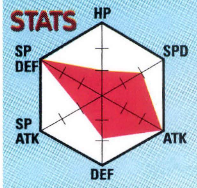
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Tackle	Normal	35	95	35
☐	4	Tail Whip	Normal	—	100	30
☐	8	Rage	Normal	20	100	20
☐	13	Horn Attack	Normal	65	100	25
☐	19	Scary Face	Normal	—	90	10
☐	26	Pursuit	Dark	40	100	20
☐	34	Rest	Psychic	—	—	10
☐	43	Thrash	Normal	90	100	20
☐	53	Take Down	Normal	90	85	20

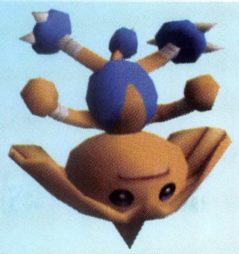
R/B/Y MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Tackle	Normal	35	95	35
☐	21	Stomp	Normal	65	100	20
☐	28	Tail Whip	Normal	—	100	30
☐	35	Leer	Normal	—	100	30
☐	44	Rage	Normal	20	100	20
☐	51	Take Down	Normal	90	85	20

#237 HITMONTOP™

FIGHTING





STRONG AGAINST B DK R

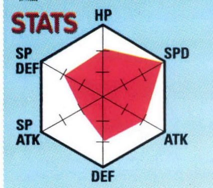
WEAK AGAINST FL PS

GOLD AND SILVER MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Rolling Kick	Fighting	60	85	15
☐	7	Focus Energy	Normal	—	—	30
☐	13	Pursuit	Dark	40	100	20
☐	19	Quick Attack	Normal	40	100	30
☐	25	Rapid Spin	Normal	20	100	40
☐	31	Counter	Fighting	—	100	20
☐	37	Agility	Psychic	—	—	30
☐	43	Detect	Fighting	—	—	5
☐	49	Triple Kick	Fighting	10	90	10

#241 MILTANK™

NORMAL



STRONG AGAINST GH

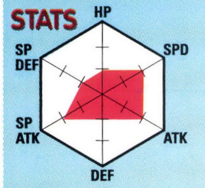
WEAK AGAINST FT

GOLD AND SILVER MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Tackle	Normal	35	95	35
☐	4	Growl	Normal	—	100	40
☐	8	Defense Curl	Normal	—	—	40
☐	13	Stomp	Normal	65	100	20
☐	19	Milk Drink	Normal	—	—	10
☐	26	Bide	Normal	—	100	10
☐	34	Rollout	Rock	30	90	20
☐	43	Body Slam	Normal	85	100	15
☐	53	Heal Bell	Normal	—	—	5

#240 MAGBY™

FIRE



STRONG AGAINST B FI GR I S

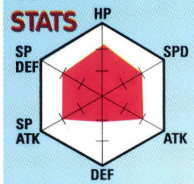
WEAK AGAINST GD R W

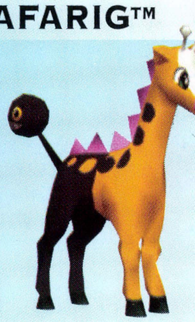
GOLD AND SILVER MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Ember	Fire	40	100	25
☐	7	Leer	Normal	—	100	30
☐	13	Smog	Poison	20	70	20
☐	19	Fire Punch	Fire	75	100	15
☐	25	Smokescreen	Normal	—	100	20
☐	31	Sunny Day	Fire	—	—	5
☐	37	Flamethrower	Fire	95	100	15
☐	43	Confuse Ray	Ghost	—	100	10
☐	49	Fire Blast	Fire	120	85	5

#203 GIRAFARIG™

NORMAL
PSYCHIC





STRONG AGAINST GH PS

WEAK AGAINST B DK

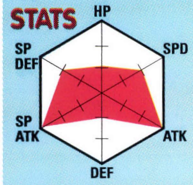
GOLD AND SILVER MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Tackle	Normal	35	95	35
☐	S	Growl	Normal	—	100	40
☐	7	Confusion	Psychic	50	100	25
☐	13	Stomp	Normal	65	100	20
☐	20	Agility	Psychic	—	—	30
☐	30	Baton Pass	Normal	—	—	40
☐	41	Psybeam	Psychic	65	100	20
☐	54	Crunch	Dark	80	100	15

GIRAFARIG
L50 Nm ♀
HP
160/160
ANSEK
L50 Nm ♂
HP
106/106

#126 MAGMAR™

FIRE



STRONG AGAINST B FI GR I S

WEAK AGAINST GD R W

GOLD AND SILVER MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Ember	Fire	40	100	25
☐	7	Leer	Normal	—	100	30
☐	13	Smog	Poison	20	70	20
☐	19	Fire Punch	Fire	75	100	15
☐	25	Smokescreen	Normal	—	100	20
☐	33	Sunny Day	Fire	—	—	5
☐	41	Flamethrower	Fire	95	100	15
☐	49	Confuse Ray	Ghost	—	100	10
☐	57	Fire Blast	Fire	120	85	5

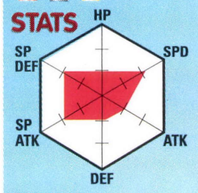
R/B/Y MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Ember	Fire	40	100	25
☐	36	Leer	Normal	—	100	30
☐	39	Confuse Ray	Ghost	—	100	10
☐	43	Fire Punch	Fire	75	100	15
☐	48	Smokescreen	Normal	—	100	20
☐	52	Smog	Poison	20	70	20
☐	55	Flamethrower	Fire	95	100	15

#238 SMOOCHUM™

ICE
PSYCHIC

STATS



STRONG AGAINST: I, PS
WEAK AGAINST: B, DK, FI, GH, R, S

GOLD AND SILVER MOVES LIST

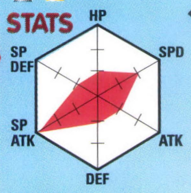
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Pound	Normal	40	100	35
☐	S	Lick	Ghost	20	100	30
☐	9	Sweet Kiss	Normal	—	75	10
☐	13	Powder Snow	Ice	40	100	25
☐	21	Confusion	Psychic	50	100	25
☐	25	Sing	Normal	—	55	15
☐	33	Mean Look	Normal	—	100	5
☐	37	Psychic	Psychic	90	100	10
☐	45	Perish Song	Normal	—	—	5
☐	49	Blizzard	Ice	120	70	5

L30

#124 JYNX™

ICE
PSYCHIC

STATS



STRONG AGAINST: I, PS
WEAK AGAINST: B, DK, FI, GH, R, S

GOLD AND SILVER MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Pound	Normal	40	100	35
☐	S	Lick	Ghost	20	100	30
☐	9	Lovely Kiss	Normal	—	75	10
☐	13	Powder Snow	Ice	40	100	25
☐	21	Doubleslap	Normal	15	85	10
☐	25	Ice Punch	Ice	75	100	15
☐	35	Mean Look	Normal	—	100	5
☐	41	Body Slam	Normal	85	100	15
☐	51	Perish Song	Normal	—	—	5
☐	57	Blizzard	Ice	120	70	5

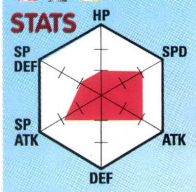
R/B/Y MOVES LIST

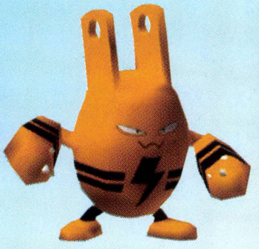
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Pound	Normal	40	100	35
☐	S	Lovely Kiss	Normal	—	75	10
☐	18	Lick	Ghost	20	100	30
☐	23	Doubleslap	Normal	15	85	10
☐	31	Ice Punch	Ice	75	100	15
☐	39	Body Slam	Normal	85	100	15
☐	44	Thrash	Normal	90	100	20
☐	58	Blizzard	Ice	120	70	5

#239 ELEKID™

ELECTRIC

STATS





STRONG AGAINST: E, FL
WEAK AGAINST: GD

GOLD AND SILVER MOVES LIST

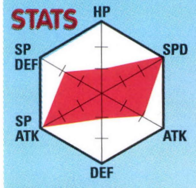
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Quick Attack	Normal	40	100	30
☐	S	Leer	Normal	—	100	30
☐	9	Thunderpunch	Electric	75	100	15
☐	17	Light Screen	Psychic	—	—	30
☐	25	Swift	Normal	60	—	20
☐	33	Screech	Normal	—	85	40
☐	41	Thunderbolt	Electric	95	100	15
☐	49	Thunder	Electric	120	70	10

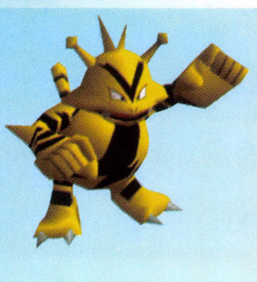
TO #125: L30

#125 ELECTABUZZ™

ELECTRIC

STATS





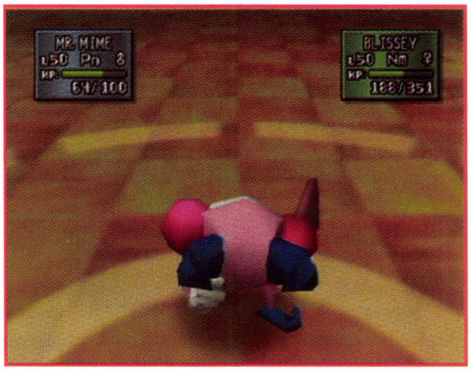
STRONG AGAINST: E, FL
WEAK AGAINST: GD

GOLD AND SILVER MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Quick Attack	Normal	40	100	30
☐	S	Leer	Normal	—	100	30
☐	9	Thunderpunch	Electric	75	100	15
☐	17	Light Screen	Psychic	—	—	30
☐	25	Swift	Normal	60	—	20
☐	38	Screech	Normal	—	85	40
☐	47	Thunderbolt	Electric	95	100	15
☐	58	Thunder	Electric	120	70	10

R/B/Y MOVES LIST

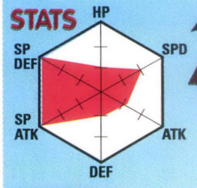
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Quick Attack	Normal	40	100	30
☐	S	Leer	Normal	—	100	30
☐	34	Thundershock	Electric	40	100	30
☐	37	Screech	Normal	—	85	40
☐	42	Thunderpunch	Electric	75	100	15
☐	49	Light Screen	Psychic	—	—	30
☐	54	Thunder	Electric	120	70	10

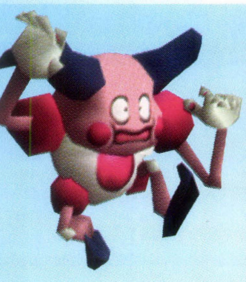


#122 MR. MIME™

PSYCHIC

STATS





STRONG AGAINST: FT, PS
WEAK AGAINST: B, DK, GH

GOLD AND SILVER MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Barrier	Psychic	—	—	30
☐	6	Confusion	Psychic	50	100	25
☐	11	Substitute	Normal	—	—	10
☐	16	Meditate	Psychic	—	—	40
☐	21	Doubleslap	Normal	15	85	10
☐	26	Light Screen	Psychic	—	—	30
☐	26	Reflect	Psychic	—	—	20
☐	31	Encore	Normal	—	100	5
☐	36	Psybeam	Psychic	65	100	20
☐	41	Baton Pass	Normal	—	—	40
☐	46	Safeguard	Normal	—	—	25

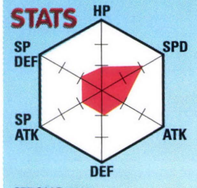
R/B/Y MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Confusion	Psychic	50	100	25
☐	15	Barrier	Psychic	—	—	30
☐	23	Light Screen	Psychic	—	—	30
☐	31	Doubleslap	Normal	15	85	10
☐	39	Meditate	Psychic	—	—	40
☐	47	Substitute	Normal	—	—	10

#235 SMEARGLE™

NORMAL

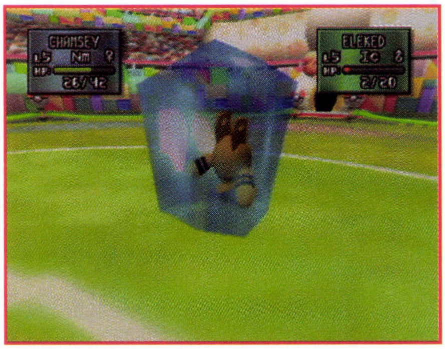
STATS



STRONG AGAINST: GH
WEAK AGAINST: FT

GOLD AND SILVER MOVES LIST

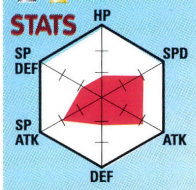
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Sketch	Normal	—	—	1
☐	11	Sketch	Normal	—	—	1
☐	21	Sketch	Normal	—	—	1
☐	31	Sketch	Normal	—	—	1
☐	41	Sketch	Normal	—	—	1
☐	51	Sketch	Normal	—	—	1
☐	61	Sketch	Normal	—	—	1
☐	71	Sketch	Normal	—	—	1
☐	81	Sketch	Normal	—	—	1
☐	91	Sketch	Normal	—	—	1

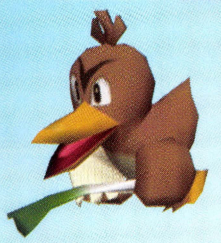


LUGIA
L100 SP
HP:
399/399
ARGLANCE
L100 Nm ♂
HP:
54/273

#83 FARFETCH'D™

NORMAL
FLYING





STRONG AGAINST: B GH GR GD
WEAK AGAINST: E I R

GOLD AND SILVER MOVES LIST

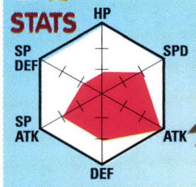
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Peck	Flying	35	100	35
☐	7	Sand-Attack	Ground	—	100	15
☐	13	Leer	Normal	—	100	30
☐	19	Fury Attack	Normal	15	85	20
☐	25	Swords Dance	Normal	—	—	30
☐	31	Agility	Psychic	—	—	30
☐	37	Slash	Normal	70	100	20
☐	44	False Swipe	Normal	40	100	40

R/B/Y MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Peck	Flying	35	100	35
☐	S	Sand-Attack	Ground	—	100	15
☐	7	Leer	Normal	—	100	30
☐	15	Fury Attack	Normal	15	85	20
☐	23	Swords Dance	Normal	—	—	30
☐	31	Agility	Psychic	—	—	30
☐	39	Slash	Normal	70	100	20

#211 QWILFISH™

WATER
POISON



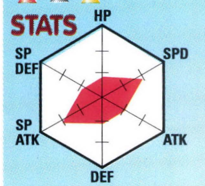
STRONG AGAINST: B FT FI I PO S W
WEAK AGAINST: E GD PS

GOLD AND SILVER MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Tackle	Normal	35	95	35
☐	S	Poison Sting	Poison	15	100	35
☐	10	Harden	Normal	—	—	30
☐	10	Minimize	Normal	—	—	20
☐	19	Water Gun	Water	40	100	25
☐	28	Pin Missile	Bug	14	85	20
☐	37	Take Down	Normal	90	85	20
☐	46	Hydro Pump	Water	120	80	5

#177 NATU™

PSYCHIC
FLYING



STRONG AGAINST: E FT GD PS
WEAK AGAINST: DK E GH I R

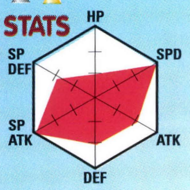
GOLD AND SILVER MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Peck	Flying	35	100	35
☐	S	Leer	Normal	—	100	30
☐	10	Night Shade	Ghost	—	100	15
☐	20	Teleport	Psychic	—	—	20
☐	30	Future Sight	Psychic	80	90	15
☐	40	Confuse Ray	Ghost	—	100	10
☐	50	Psychic	Psychic	90	100	10

L25

#178 XATU™

PSYCHIC
FLYING



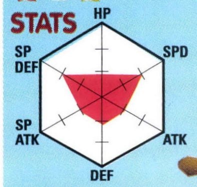
STRONG AGAINST: E FT GD PS
WEAK AGAINST: DK E GH I R

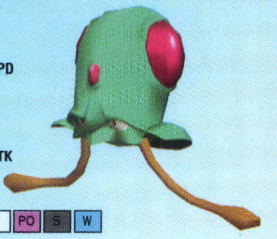
GOLD AND SILVER MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Peck	Flying	35	100	35
☐	S	Leer	Normal	—	100	30
☐	10	Night Shade	Ghost	—	100	15
☐	20	Teleport	Psychic	—	—	20
☐	35	Future Sight	Psychic	80	90	15
☐	50	Confuse Ray	Ghost	—	100	10
☐	65	Psychic	Psychic	90	100	10

#72 TENTACOOL™

WATER
POISON





STRONG AGAINST: B FT FI I PO S W
WEAK AGAINST: E GD PS

GOLD AND SILVER MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Poison Sting	Poison	15	100	35
☐	6	Supersonic	Normal	—	55	20
☐	12	Constrict	Normal	10	100	35
☐	19	Acid	Poison	40	100	30
☐	25	Bubblebeam	Water	65	100	20
☐	30	Wrap	Normal	15	85	20
☐	36	Barrier	Psychic	—	—	30
☐	43	Screech	Normal	—	85	40
☐	49	Hydro Pump	Water	120	80	5

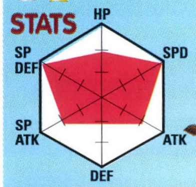
R/B/Y MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Acid	Poison	40	100	30
☐	7	Supersonic	Normal	—	55	20
☐	13	Wrap	Normal	15	85	20
☐	18	Poison Sting	Poison	15	100	35
☐	22	Water Gun	Water	40	100	25
☐	27	Constrict	Normal	10	100	35
☐	33	Barrier	Psychic	—	—	30
☐	40	Screech	Normal	—	85	40
☐	48	Hydro Pump	Water	120	80	5

L30

#73 TENTACRUEL™

WATER
POISON



STRONG AGAINST: B FT FI I PO S W
WEAK AGAINST: E GD PS

GOLD AND SILVER MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Poison Sting	Poison	15	100	35
☐	6	Supersonic	Normal	—	55	20
☐	12	Constrict	Normal	10	100	35
☐	19	Acid	Poison	40	100	30
☐	25	Bubblebeam	Water	65	100	20
☐	30	Wrap	Normal	15	85	20
☐	38	Barrier	Psychic	—	—	30
☐	47	Screech	Normal	—	85	40
☐	55	Hydro Pump	Water	120	80	5

R/B/Y MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Acid	Poison	40	100	30
☐	7	Supersonic	Normal	—	55	20
☐	13	Wrap	Normal	15	85	20
☐	18	Poison Sting	Poison	15	100	35
☐	22	Water Gun	Water	40	100	25
☐	27	Constrict	Normal	10	100	35
☐	35	Barrier	Psychic	—	—	30
☐	43	Screech	Normal	—	85	40
☐	50	Hydro Pump	Water	120	80	5

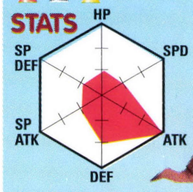
LUGIA
L100 Nm
HP:
399/399
ARGLANCE
L100 Nm ♂
HP:
54/273

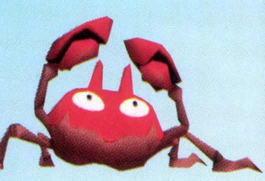
HOUNDOOM
L50 Nm ♀
HP:
162/162
AIRCRUEL
L51 Nm ♀
HP:
32/158

#98 KRABBY™

WATER

STATS





STRONG AGAINST FI I S W

WEAK AGAINST E GR

GOLD AND SILVER MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Bubble	Water	20	100	30
☐	5	Leer	Normal	—	100	30
☐	12	Vicegrip	Normal	55	100	30
☐	16	Harden	Normal	—	—	30
☐	23	Stomp	Normal	65	100	20
☐	27	Guillotine	Normal	—	30	5
☐	34	Protect	Normal	—	—	10
☐	41	Crabhammer	Water	90	85	10

R/B/Y MOVES LIST

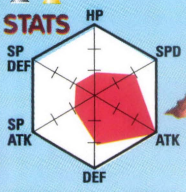
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Bubble	Water	20	100	30
☐	S	Leer	Normal	—	100	30
☐	20	Vicegrip	Normal	55	100	30
☐	25	Guillotine	Normal	—	30	5
☐	30	Stomp	Normal	65	100	20
☐	35	Crabhammer	Water	90	85	10
☐	40	Harden	Normal	—	—	30

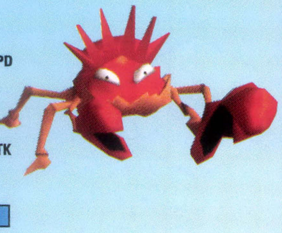
L28

#99 KINGLER™

WATER

STATS





STRONG AGAINST FI I S W

WEAK AGAINST E GR

GOLD AND SILVER MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Bubble	Water	20	100	30
☐	5	Leer	Normal	—	100	30
☐	12	Vicegrip	Normal	55	100	30
☐	16	Harden	Normal	—	—	30
☐	23	Stomp	Normal	65	100	20
☐	27	Guillotine	Normal	—	30	5
☐	38	Protect	Normal	—	—	10
☐	49	Crabhammer	Water	90	85	10

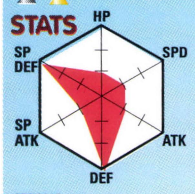
R/B/Y MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Bubble	Water	20	100	30
☐	S	Leer	Normal	—	100	30
☐	20	Vicegrip	Normal	55	100	30
☐	25	Guillotine	Normal	—	30	5
☐	34	Stomp	Normal	65	100	20
☐	42	Crabhammer	Water	90	85	10
☐	49	Harden	Normal	—	—	30

#213 SHUCKLE™

BUG
ROCK

STATS



STRONG AGAINST N PO

WEAK AGAINST R S W

GOLD AND SILVER MOVES LIST

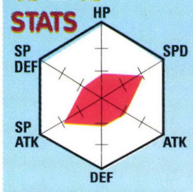
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Constrict	Normal	10	100	35
☐	S	Withdraw	Water	—	—	40
☐	9	Wrap	Normal	15	85	20
☐	14	Encore	Normal	—	100	5
☐	23	Safeguard	Normal	—	—	25
☐	28	Bide	Normal	—	100	10
☐	37	Rest	Psychic	—	—	10

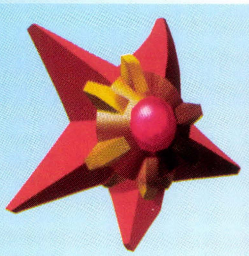
STARYU
L5 Nm
HP
20/20
TOGEPINY
L5 Nm ♂
HP
10/19

#120 STARYU™

WATER

STATS





STRONG AGAINST FI I S W

WEAK AGAINST E GR

GOLD AND SILVER MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Tackle	Normal	35	95	35
☐	2	Harden	Normal	—	—	30
☐	7	Water Gun	Water	40	100	25
☐	13	Rapid Spin	Normal	20	100	40
☐	19	Recover	Normal	—	—	20
☐	25	Swift	Normal	60	—	20
☐	31	Bubblebeam	Water	65	100	20
☐	37	Minimize	Normal	—	—	20
☐	43	Light Screen	Psychic	—	—	30
☐	50	Hydro Pump	Water	120	80	5

R/B/Y MOVES LIST

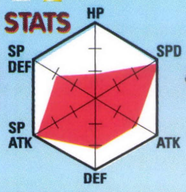
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Tackle	Normal	35	95	35
☐	17	Water Gun	Water	40	100	25
☐	22	Harden	Normal	—	—	30
☐	27	Rapid Spin	Normal	20	100	40
☐	32	Swift	Normal	60	—	20
☐	37	Minimize	Normal	—	—	20
☐	42	Light Screen	Psychic	—	—	30
☐	47	Hydro Pump	Water	120	80	5

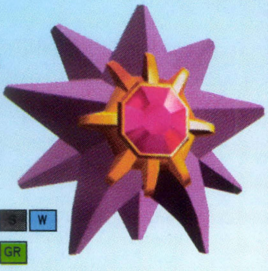
WATER STONE

#121 STARMIE™

WATER
PSYCHIC

STATS





STRONG AGAINST FT FI I PS S W

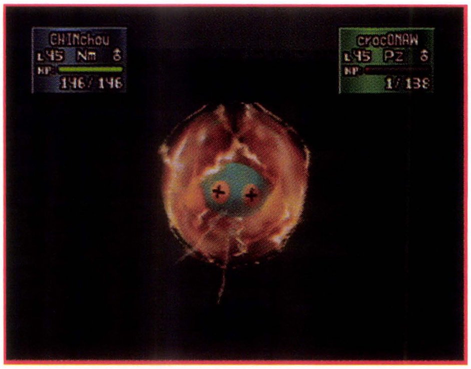
WEAK AGAINST B DK E GH GR

GOLD AND SILVER MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Tackle	Normal	35	95	35
☐	S	Rapid Spin	Normal	20	100	40
☐	S	Recover	Normal	—	—	20
☐	S	Bubblebeam	Water	65	100	20
☐	37	Confuse Ray	Ghost	—	100	10

R/B/Y MOVES LIST

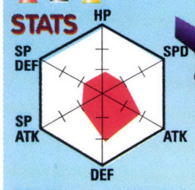
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Tackle	Normal	35	95	35

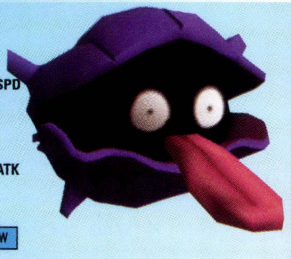


#90 SHELLDER™

WATER

STATS





STRONG AGAINST FI I S W

WEAK AGAINST E GR

GOLD AND SILVER MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Tackle	Normal	35	95	35
☐	S	Withdraw	Water	—	—	40
☐	9	Supersonic	Normal	—	55	20
☐	17	Aurora Beam	Ice	65	100	20
☐	25	Protect	Normal	—	—	10
☐	33	Leer	Normal	—	100	30
☐	41	Clamp	Water	35	75	10
☐	49	Ice Beam	Ice	95	100	10

R/B/Y MOVES LIST

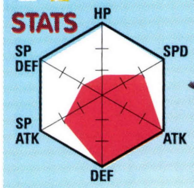
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Tackle	Normal	35	95	35
☐	S	Withdraw	Water	—	—	40
☐	18	Supersonic	Normal	—	55	20
☐	23	Clamp	Water	35	75	10
☐	30	Aurora Beam	Ice	65	100	20
☐	39	Leer	Normal	—	100	30
☐	50	Ice Beam	Ice	95	100	10

TO #91: WATER STONE

#91 CLOYSTER™

WATER
ICE

STATS



STRONG AGAINST: I W
WEAK AGAINST: E FT GR R

GOLD AND SILVER MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Withdraw	Water	—	—	40
☐	S	Supersonic	Normal	—	55	20
☐	S	Aurora Beam	Ice	65	100	20
☐	S	Protect	Normal	—	—	10
☐	41	Spike Cannon	Normal	20	100	15

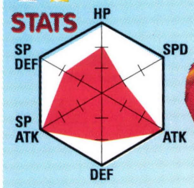
R/B/Y MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Tackle	Normal	35	95	35
☐	S	Withdraw	Water	—	—	40
☐	50	Spike Cannon	Normal	20	100	15

#224 OCTILLERY™

WATER

STATS



STRONG AGAINST: FI I S W
WEAK AGAINST: E GR

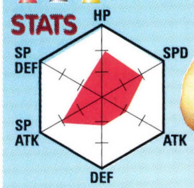
GOLD AND SILVER MOVES LIST

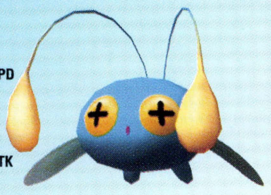
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Water Gun	Water	40	100	25
☐	11	Constrict	Normal	10	100	35
☐	22	Psybeam	Psychic	65	100	20
☐	22	Aurora Beam	Ice	65	100	20
☐	22	Bubblebeam	Water	65	100	20
☐	25	Octazooka	Water	65	85	10
☐	38	Focus Energy	Normal	—	—	30
☐	54	Ice Beam	Ice	95	100	10
☐	70	Hyper Beam	Normal	150	90	5

#170 CHINCHOU™

WATER
ELECTRIC

STATS





STRONG AGAINST: FI FL I S W
WEAK AGAINST: GR GD

GOLD AND SILVER MOVES LIST

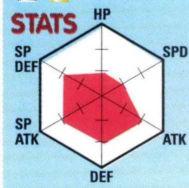
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Bubble	Water	20	100	30
☐	S	Thunder Wave	Electric	—	100	20
☐	5	Supersonic	Normal	—	55	20
☐	13	Flail	Normal	—	100	15
☐	17	Water Gun	Water	40	100	25
☐	25	Spark	Electric	65	100	20
☐	29	Confuse Ray	Ghost	—	100	10
☐	37	Take Down	Normal	90	85	20
☐	41	Hydro Pump	Water	120	80	5

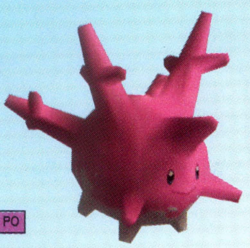
L27

#222 CORSOLA™

WATER
ROCK

STATS





STRONG AGAINST: FI FL I N PO
WEAK AGAINST: E FT GR GD

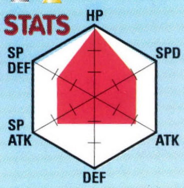
GOLD AND SILVER MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Tackle	Normal	35	95	35
☐	7	Harden	Normal	—	—	30
☐	13	Bubble	Water	20	100	30
☐	19	Recover	Normal	—	—	20
☐	25	Bubblebeam	Water	65	100	20
☐	31	Spike Cannon	Normal	20	100	15
☐	37	Mirror Coat	Psychic	—	100	20
☐	43	Ancient Power	Rock	60	100	5

#171 LANTURN™

WATER
ELECTRIC

STATS



STRONG AGAINST: FI FL I S W
WEAK AGAINST: GR GD

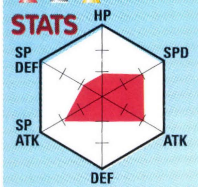
GOLD AND SILVER MOVES LIST

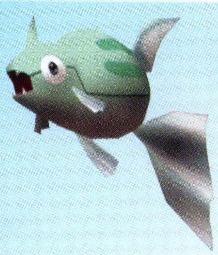
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Bubble	Water	20	100	30
☐	S	Thunder Wave	Electric	—	100	20
☐	5	Supersonic	Normal	—	55	20
☐	13	Flail	Normal	—	100	15
☐	17	Water Gun	Water	40	100	25
☐	25	Spark	Electric	65	100	20
☐	33	Confuse Ray	Ghost	—	100	10
☐	45	Take Down	Normal	90	85	20
☐	53	Hydro Pump	Water	120	80	5

#223 REMORAID™

WATER

STATS





STRONG AGAINST: FI I S W
WEAK AGAINST: E GR

GOLD AND SILVER MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Water Gun	Water	40	100	25
☐	11	Lock-on	Normal	—	100	5
☐	22	Psybeam	Psychic	65	100	20
☐	22	Aurora Beam	Ice	65	100	20
☐	22	Bubblebeam	Water	65	100	20
☐	33	Focus Energy	Normal	—	—	30
☐	44	Ice Beam	Ice	95	100	10
☐	55	Hyper Beam	Normal	150	90	5

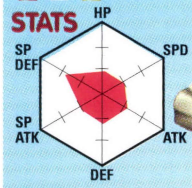
TO #224: L25

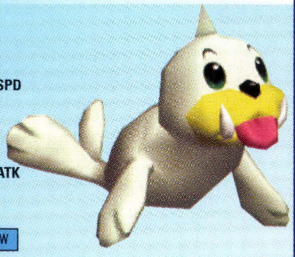
STARYU
L5 Nm
HP
15/20
SEELAN
L5 Nm ♀
HP
5/23

#86 SEEL™

WATER

STATS





STRONG AGAINST: FI I S W
WEAK AGAINST: E GR

GOLD AND SILVER MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Headbutt	Normal	70	100	15
☐	5	Growl	Normal	—	100	40
☐	16	Aurora Beam	Ice	65	100	20
☐	21	Rest	Psychic	—	—	10
☐	32	Take Down	Normal	90	85	20
☐	37	Ice Beam	Ice	95	100	10
☐	48	Safeguard	Normal	—	—	25

R/B/Y MOVES LIST

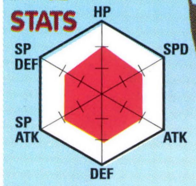
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Headbutt	Normal	70	100	15
☐	30	Growl	Normal	—	100	40
☐	35	Aurora Beam	Ice	65	100	20
☐	40	Rest	Psychic	—	—	10
☐	45	Take Down	Normal	90	85	20
☐	50	Ice Beam	Ice	95	100	10

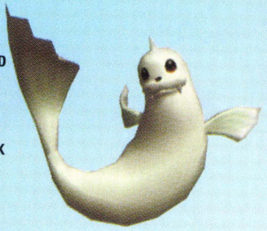
TO #87: L34

#87 DEWGONG™

WATER
ICE

STATS





STRONG AGAINST: I, W
WEAK AGAINST: E, FT, GR, R

GOLD AND SILVER MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Headbutt	Normal	70	100	15
☐	5	Growl	Normal	—	100	40
☐	16	Aurora Beam	Ice	65	100	20
☐	21	Rest	Psychic	—	—	10
☐	32	Take Down	Normal	90	85	20
☐	43	Ice Beam	Ice	95	100	10
☐	60	Safeguard	Normal	—	—	25

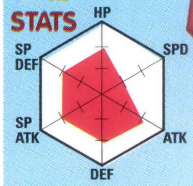
R/B/Y MOVES LIST

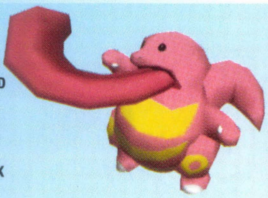
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Headbutt	Normal	70	100	15
☐	30	Growl	Normal	—	100	40
☐	35	Aurora Beam	Ice	65	100	20
☐	44	Rest	Psychic	—	—	10
☐	50	Take Down	Normal	90	85	20
☐	56	Ice Beam	Ice	95	100	10

#108 LICKITUNG™

NORMAL

STATS





STRONG AGAINST: GH
WEAK AGAINST: FT

GOLD AND SILVER MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Lick	Ghost	20	100	30
☐	7	Supersonic	Normal	—	55	20
☐	13	Defense Curl	Normal	—	—	40
☐	19	Stomp	Normal	65	100	20
☐	25	Wrap	Normal	15	85	20
☐	31	Disable	Normal	—	55	20
☐	37	Slam	Normal	80	75	20
☐	43	Screech	Normal	—	85	40

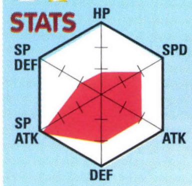
R/B/Y MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Wrap	Normal	15	85	20
☐	S	Supersonic	Normal	—	55	20
☐	7	Stomp	Normal	65	100	20
☐	15	Disable	Normal	—	55	20
☐	23	Defense Curl	Normal	—	—	40
☐	31	Slam	Normal	80	75	20
☐	39	Screech	Normal	—	85	40

#114 TANGELA™

GRASS

STATS



STRONG AGAINST: E, GR, GD, W
WEAK AGAINST: B, FI, FL, I, PO

GOLD AND SILVER MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Constrict	Normal	10	100	35
☐	4	Sleep Powder	Grass	—	75	15
☐	10	Absorb	Grass	20	100	20
☐	13	Poisonpowder	Poison	—	75	35
☐	19	Vine Whip	Grass	35	100	10
☐	25	Bind	Normal	15	75	20
☐	31	Mega Drain	Grass	40	100	10
☐	34	Stun Spore	Grass	—	75	30
☐	40	Slam	Normal	80	75	20
☐	46	Growth	Normal	—	—	40

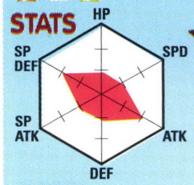
R/B/Y MOVES LIST

	R/B L	Y L	MOVE NAME	TYPE	POW	ACC	PP
☐	S	S	Constrict	Normal	10	100	35
☐	S	S	Bind	Normal	15	75	20
☐	29	27	Absorb	Grass	20	100	20
☐	—	29	Vine Whip	Grass	35	100	10
☐	32	32	Poisonpowder	Poison	—	75	35
☐	36	36	Stun Spore	Grass	—	75	30
☐	39	39	Sleep Powder	Grass	—	75	15
☐	45	45	Slam	Normal	80	75	20
☐	48	48	Growth	Normal	—	—	40

#133 EEVEE™

NORMAL

STATS



STRONG AGAINST: GH
WEAK AGAINST: FT

GOLD AND SILVER MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Tackle	Normal	35	95	35
☐	S	Tail Whip	Normal	—	100	30
☐	8	Sand-Attack	Ground	—	100	15
☐	16	Growl	Normal	—	100	40
☐	23	Quick Attack	Normal	40	100	30
☐	30	Bite	Dark	60	100	25
☐	36	Focus Energy	Normal	—	—	30
☐	42	Take Down	Normal	90	85	20

R/B/Y MOVES LIST

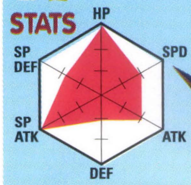
	R/B LV	Y LV	MOVE NAME	TYPE	POW	ACC	PP
☐	S	S	Tackle	Normal	35	95	35
☐	S	8	Sand-Attack	Ground	—	100	15
☐	—	16	Growl	Normal	—	100	40
☐	27	23	Quick Attack	Normal	40	100	30
☐	31	S	Tail Whip	Normal	—	100	30
☐	37	30	Bite	Dark	60	100	25
☐	—	36	Focus Energy	Normal	—	—	30
☐	45	42	Take Down	Normal	90	85	20

To #134: Water Stone; To # 135: Thunderstone; To #136: Fire Stone; To #196: Taming (Day); To #197: Taming (Nite)

#134 VAPOREON™

WATER

STATS



STRONG AGAINST: FI, I, S, W
WEAK AGAINST: E, GR

GOLD AND SILVER MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Tackle	Normal	35	95	35
☐	S	Tail Whip	Normal	—	100	30
☐	8	Sand-Attack	Ground	—	100	15
☐	16	Water Gun	Water	40	100	25
☐	23	Quick Attack	Normal	40	100	30
☐	30	Bite	Dark	60	100	25
☐	36	Aurora Beam	Ice	65	100	20
☐	42	Haze	Ice	—	—	30
☐	47	Acid Armor	Poison	—	—	40
☐	52	Hydro Pump	Water	120	80	5

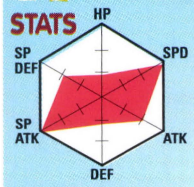
R/B/Y MOVES LIST

	R/B LV	Y LV	MOVE NAME	TYPE	POW	ACC	PP
☐	S	S	Tackle	Normal	35	95	35
☐	S	8	Sand-Attack	Ground	—	100	15
☐	27	23	Quick Attack	Normal	40	100	30
☐	31	16	Water Gun	Water	40	100	25
☐	37	S	Tail Whip	Normal	—	100	30
☐	40	30	Bite	Dark	60	100	25
☐	—	36	Aurora Beam	Ice	65	100	20
☐	42	47	Acid Armor	Poison	—	—	40
☐	44	42	Haze	Ice	—	—	30
☐	48	—	Mist	Ice	—	—	30
☐	54	52	Hydro Pump	Water	120	80	5

#135 JOLTEON™

ELECTRIC

STATS



STRONG AGAINST: E, FL
WEAK AGAINST: GD

GOLD AND SILVER MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Tail Whip	Normal	—	100	30
☐	8	Sand-Attack	Ground	—	100	15
☐	16	Thundershock	Electric	40	100	30
☐	23	Quick Attack	Normal	40	100	30
☐	30	Double Kick	Fighting	30	100	30
☐	36	Pin Missile	Bug	14	85	20
☐	42	Thunder Wave	Electric	—	100	20
☐	47	Agility	Psychic	—	—	30
☐	52	Thunder	Electric	120	70	10

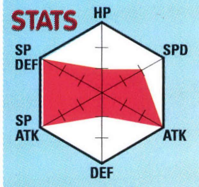
R/B/Y MOVES LIST

	R/B LV	Y LV	MOVE NAME	TYPE	POW	ACC	PP
☐	S	S	Tackle	Normal	35	95	35
☐	S	8	Sand-Attack	Ground	—	100	15
☐	27	23	Quick Attack	Normal	40	100	30
☐	31	16	Thundershock	Electric	40	100	30
☐	37	S	Tail Whip	Normal	—	100	30
☐	40	42	Thunder Wave	Electric	—	100	20
☐	42	30	Double Kick	Fighting	30	100	30
☐	44	47	Agility	Psychic	—	—	30
☐	48	36	Pin Missile	Bug	14	85	20
☐	54	52	Thunder	Electric	120	70	10

#136 FLAREON™

FIRE

STATS



STRONG AGAINST: B FI GR I S

WEAK AGAINST: GD R W

GOLD AND SILVER MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Tackle	Normal	35	95	35
☐	S	Tail Whip	Normal	—	100	30
☐	8	Sand-Attack	Ground	—	100	15
☐	16	Ember	Fire	40	100	25
☐	23	Quick Attack	Normal	40	100	30
☐	30	Bite	Dark	60	100	25
☐	36	Fire Spin	Fire	15	70	15
☐	42	Smog	Poison	20	70	20
☐	47	Leer	Normal	—	100	30
☐	52	Flamethrower	Fire	95	100	15

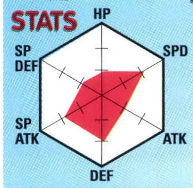
R/B/Y MOVES LIST

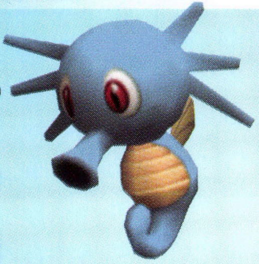
	R/B LV	Y LV	MOVE NAME	TYPE	POW	ACC	PP
☐	S	S	Tackle	Normal	35	95	35
☐	S	8	Sand-Attack	Ground	—	100	15
☐	27	23	Quick Attack	Normal	40	100	30
☐	31	16	Ember	Fire	40	100	25
☐	37	S	Tail Whip	Normal	—	100	30
☐	40	30	Bite	Dark	60	100	25
☐	42	47	Leer	Normal	—	100	30
☐	44	36	Fire Spin	Fire	15	70	15
☐	—	42	Smog	Poison	20	70	20
☐	48	—	Rage	Normal	20	100	20
☐	54	52	Flamethrower	Fire	95	100	15

#116 HORSEA™

WATER

STATS





STRONG AGAINST: FI I S W

WEAK AGAINST: E GR

GOLD AND SILVER MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Bubble	Water	20	100	30
☐	8	Smokescreen	Normal	—	100	20
☐	15	Leer	Normal	—	100	30
☐	22	Water Gun	Water	40	100	25
☐	29	Twister	Dragon	40	100	20
☐	36	Agility	Psychic	—	—	30
☐	43	Hydro Pump	Water	120	80	5

R/B/Y MOVES LIST

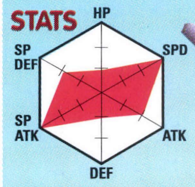
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Bubble	Water	20	100	30
☐	19	Smokescreen	Normal	—	100	20
☐	24	Leer	Normal	—	100	30
☐	30	Water Gun	Water	40	100	25
☐	37	Agility	Psychic	—	—	30
☐	45	Hydro Pump	Water	120	80	5

L32

#196 ESPEON™

PSYCHIC

STATS



STRONG AGAINST: FT PS

WEAK AGAINST: B DK GH

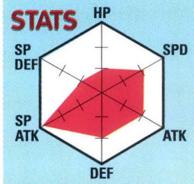
GOLD AND SILVER MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Tackle	Normal	35	95	35
☐	S	Tail Whip	Normal	—	100	30
☐	8	Sand-Attack	Ground	—	100	15
☐	16	Confusion	Psychic	50	100	25
☐	23	Quick Attack	Normal	40	100	30
☐	30	Swift	Normal	60	—	20
☐	36	Psybeam	Psychic	65	100	20
☐	42	Psych Up	Normal	—	—	10
☐	47	Psychic	Psychic	90	100	10
☐	52	Morning Sun	Normal	—	—	5

#117 SEADRA™

WATER

STATS



STRONG AGAINST: FI I S W

WEAK AGAINST: E GR

GOLD AND SILVER MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Bubble	Water	20	100	30
☐	8	Smokescreen	Normal	—	100	20
☐	15	Leer	Normal	—	100	30
☐	22	Water Gun	Water	40	100	25
☐	29	Twister	Dragon	40	100	20
☐	40	Agility	Psychic	—	—	30
☐	51	Hydro Pump	Water	120	80	5

R/B/Y MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Bubble	Water	20	100	30
☐	19	Smokescreen	Normal	—	100	20
☐	24	Leer	Normal	—	100	30
☐	30	Water Gun	Water	40	100	25
☐	41	Agility	Psychic	—	—	30
☐	52	Hydro Pump	Water	120	80	5

MEWTWO
L100 Nm
HP:
413/413
BREONLAB
L100 Nm
HP:
360/360

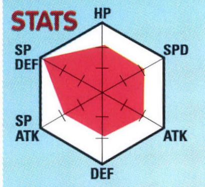
Watch this...

TRADE W/ DRAGON SCALE

#197 UMBREON™

DARK

STATS



STRONG AGAINST: DK GH PS

WEAK AGAINST: B FT

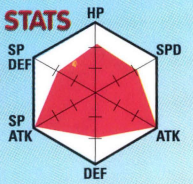
GOLD AND SILVER MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Tackle	Normal	35	95	35
☐	S	Tail Whip	Normal	—	100	30
☐	8	Sand-Attack	Ground	—	100	15
☐	16	Pursuit	Dark	40	100	20
☐	23	Quick Attack	Normal	40	100	30
☐	30	Confuse Ray	Ghost	—	100	10
☐	36	Faint Attack	Dark	60	—	20
☐	42	Mean Look	Normal	—	100	5
☐	47	Screech	Normal	—	85	40
☐	52	Moonlight	Normal	—	—	5

#230 KINGDRA™

WATER
DRAGON

STATS



STRONG AGAINST: FI S W

WEAK AGAINST: D

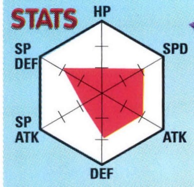
GOLD AND SILVER MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Bubble	Water	20	100	30
☐	8	Smokescreen	Normal	—	100	20
☐	15	Leer	Normal	—	100	30
☐	22	Water Gun	Water	40	100	25
☐	29	Twister	Dragon	40	100	20
☐	40	Agility	Psychic	—	—	30
☐	51	Hydro Pump	Water	120	80	5

#207 GLIGAR™

GROUND
FLYING

STATS



STRONG AGAINST: B E FT GD PO

WEAK AGAINST: I W

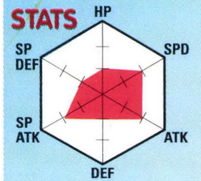
GOLD AND SILVER MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Poison Sting	Poison	15	100	35
☐	6	Sand-Attack	Ground	—	100	15
☐	13	Harden	Normal	—	—	30
☐	20	Quick Attack	Normal	40	100	30
☐	28	Faint Attack	Dark	60	—	20
☐	36	Slash	Normal	70	100	20
☐	44	Screech	Normal	—	85	40
☐	52	Guillotine	Normal	—	30	5

#225 DELIBIRD™

ICE
FLYING

STATS



STRONG AGAINST: B GR GD

WEAK AGAINST: E FI R S

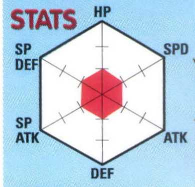
GOLD AND SILVER MOVES LIST

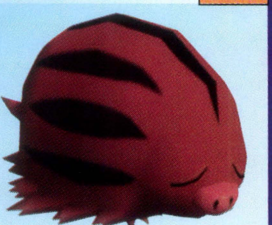
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Present	Normal	—	90	15

#220 SWINUB™

ICE
GROUND

STATS





STRONG AGAINST: E PO

WEAK AGAINST: FT FI GR S W

GOLD AND SILVER MOVES LIST

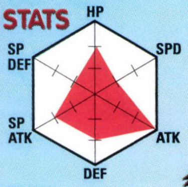
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Tackle	Normal	35	95	35
☐	10	Powder Snow	Ice	40	100	25
☐	19	Endure	Normal	—	—	10
☐	28	Take Down	Normal	90	85	20
☐	37	Mist	Ice	—	—	30
☐	46	Blizzard	Ice	120	70	5

L33

#221 PILOSWINE™

ICE
GROUND

STATS



STRONG AGAINST: E PO

WEAK AGAINST: FT FI GR S W

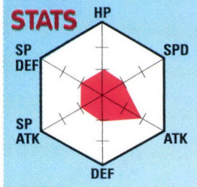
GOLD AND SILVER MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Horn Attack	Normal	65	100	25
☐	10	Powder Snow	Ice	40	100	25
☐	19	Endure	Normal	—	—	10
☐	28	Take Down	Normal	90	85	20
☐	33	Fury Attack	Normal	15	85	20
☐	42	Mist	Ice	—	—	30
☐	56	Blizzard	Ice	120	70	5

#216 TEDDIURSA™

NORMAL

STATS



STRONG AGAINST: GH

WEAK AGAINST: FT

GOLD AND SILVER MOVES LIST

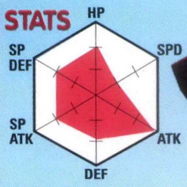
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Scratch	Normal	40	100	35
☐	S	Leer	Normal	—	100	30
☐	8	Lick	Ghost	20	100	30
☐	15	Fury Swipes	Normal	18	80	15
☐	22	Faint Attack	Dark	60	—	20
☐	29	Rest	Psychic	—	—	10
☐	36	Slash	Normal	70	100	20
☐	43	Snore	Normal	40	100	15
☐	50	Thrash	Normal	90	100	20

L30

#217 URSARING™

NORMAL

STATS



STRONG AGAINST: GH

WEAK AGAINST: FT

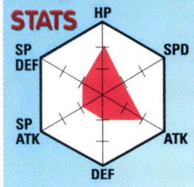
GOLD AND SILVER MOVES LIST

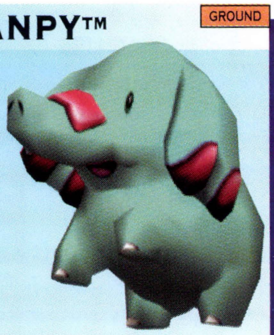
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Scratch	Normal	40	100	35
☐	S	Leer	Normal	—	100	30
☐	8	Lick	Ghost	20	100	30
☐	15	Fury Swipes	Normal	18	80	15
☐	22	Faint Attack	Dark	60	—	20
☐	29	Rest	Psychic	—	—	10
☐	39	Slash	Normal	70	100	20
☐	49	Snore	Normal	40	100	15
☐	59	Thrash	Normal	90	100	20

#231 PHANPY™

GROUND

STATS





STRONG AGAINST: E PO R

WEAK AGAINST: GR I W

GOLD AND SILVER MOVES LIST

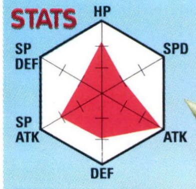
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Tackle	Normal	35	95	35
☐	S	Growl	Normal	—	100	40
☐	9	Defense Curl	Normal	—	—	40
☐	17	Flail	Normal	—	100	15
☐	25	Take Down	Normal	90	85	20
☐	33	Rollout	Rock	30	90	20
☐	41	Endure	Normal	—	—	10
☐	49	Double-Edge	Normal	120	100	15

TO #232: L25

#232 DONPHAN™

GROUND

STATS



STRONG AGAINST: E PO R

WEAK AGAINST: GR I W

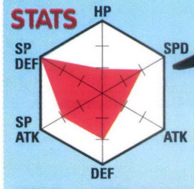
GOLD AND SILVER MOVES LIST

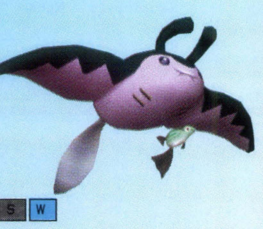
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Horn Attack	Normal	65	100	25
☐	S	Growl	Normal	—	100	40
☐	9	Defense Curl	Normal	—	—	40
☐	17	Flail	Normal	—	100	15
☐	25	Fury Attack	Normal	15	85	20
☐	33	Rollout	Rock	30	90	20
☐	41	Rapid Spin	Normal	20	100	40
☐	49	Earthquake	Ground	100	100	10

#226 MANTINE™

WATER
FLYING

STATS





STRONG AGAINST: B FT FI GD S W

WEAK AGAINST: E R

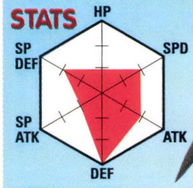
GOLD AND SILVER MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Tackle	Normal	35	95	35
☐	S	Bubble	Water	20	100	30
☐	10	Supersonic	Normal	—	55	20
☐	18	Bubblebeam	Water	65	100	20
☐	25	Take Down	Normal	90	85	20
☐	32	Agility	Psychic	—	—	30
☐	40	Wing Attack	Flying	60	100	35
☐	49	Confuse Ray	Ghost	—	100	10

#227 SKARMORY™

STEEL
FLYING

STATS



STRONG AGAINST: B DK D FL GH GR GD N PO PS S

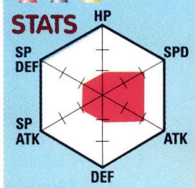
WEAK AGAINST: E FI

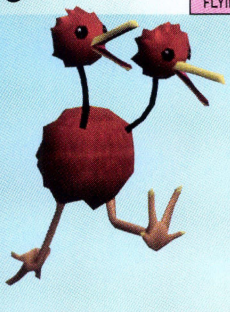
GOLD AND SILVER MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Leer	Normal	—	100	30
☐	S	Peck	Flying	35	100	35
☐	13	Sand-Attack	Ground	—	100	15
☐	19	Swift	Normal	60	—	20
☐	25	Agility	Psychic	—	—	30
☐	37	Fury Attack	Normal	15	85	20
☐	49	Steel Wing	Steel	70	90	25

#84 DODUO™

NORMAL
FLYING





STRONG AGAINST B GH GR GD
WEAK AGAINST E I R

GOLD AND SILVER MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Peck	Flying	35	100	35
☐	S	Growl	Normal	—	100	40
☐	9	Pursuit	Dark	40	100	20
☐	13	Fury Attack	Normal	15	85	20
☐	21	Tri Attack	Normal	80	100	10
☐	25	Rage	Normal	20	100	20
☐	38	Drill Peck	Flying	80	100	20
☐	47	Agility	Psychic	—	—	30

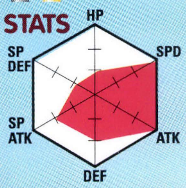
R/B/Y MOVES LIST

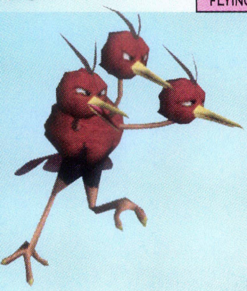
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Peck	Flying	35	100	35
☐	20	Growl	Normal	—	100	40
☐	24	Fury Attack	Normal	15	85	20
☐	30	Drill Peck	Flying	80	100	20
☐	36	Rage	Normal	20	100	20
☐	40	Tri Attack	Normal	80	100	10
☐	44	Agility	Psychic	—	—	30

L31

#85 DODRIO™

NORMAL
FLYING





STRONG AGAINST B GH GR GD
WEAK AGAINST E I R

GOLD AND SILVER MOVES LIST

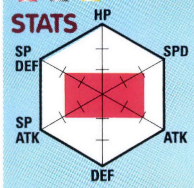
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Peck	Flying	35	100	35
☐	S	Growl	Normal	—	100	40
☐	9	Pursuit	Dark	40	100	20
☐	13	Fury Attack	Normal	15	85	20
☐	21	Tri Attack	Normal	80	100	10
☐	25	Rage	Normal	20	100	20
☐	38	Drill Peck	Flying	80	100	20
☐	47	Agility	Psychic	—	—	30

R/B/Y MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Peck	Flying	35	100	35
☐	20	Growl	Normal	—	100	40
☐	24	Fury Attack	Normal	15	85	20
☐	30	Drill Peck	Flying	80	100	20
☐	39	Rage	Normal	20	100	20
☐	45	Tri Attack	Normal	80	100	10
☐	51	Agility	Psychic	—	—	30

#77 PONYTA™

FIRE



STRONG AGAINST B FI GR I S
WEAK AGAINST GD R W

GOLD AND SILVER MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Tackle	Normal	35	95	35
☐	4	Growl	Normal	—	100	40
☐	8	Tail Whip	Normal	—	100	30
☐	13	Ember	Fire	40	100	25
☐	19	Stomp	Normal	65	100	20
☐	26	Fire Spin	Fire	15	70	15
☐	34	Take Down	Normal	90	85	20
☐	43	Agility	Psychic	—	—	30
☐	53	Fire Blast	Fire	120	85	5

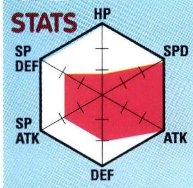
R/B/Y MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Ember	Fire	40	100	25
☐	30	Tail Whip	Normal	—	100	30
☐	32	Stomp	Normal	65	100	20
☐	35	Growl	Normal	—	100	40
☐	39	Fire Spin	Fire	15	70	15
☐	43	Take Down	Normal	90	85	20
☐	48	Agility	Psychic	—	—	30

TO #78: L40

#78 RAPIDASH™

FIRE



STRONG AGAINST B FI GR I S
WEAK AGAINST GD R W

GOLD AND SILVER MOVES LIST

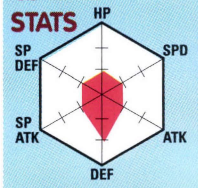
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Tackle	Normal	35	95	35
☐	4	Growl	Normal	—	100	40
☐	8	Tail Whip	Normal	—	100	30
☐	13	Ember	Fire	40	100	25
☐	19	Stomp	Normal	65	100	20
☐	26	Fire Spin	Fire	15	70	15
☐	34	Take Down	Normal	90	85	20
☐	40	Fury Attack	Normal	15	85	20
☐	47	Agility	Psychic	—	—	30
☐	61	Fire Blast	Fire	120	85	5

R/B/Y MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Ember	Fire	40	100	25
☐	30	Tail Whip	Normal	—	100	30
☐	32	Stomp	Normal	65	100	20
☐	35	Growl	Normal	—	100	40
☐	39	Fire Spin	Fire	15	70	15
☐	47	Take Down	Normal	90	85	20
☐	55	Agility	Psychic	—	—	30

#104 CUBONE™

GROUND



STRONG AGAINST E PO R
WEAK AGAINST GR I W

GOLD AND SILVER MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Growl	Normal	—	100	40
☐	5	Tail Whip	Normal	—	100	30
☐	9	Bone Club	Ground	65	85	20
☐	13	Headbutt	Normal	70	100	15
☐	17	Leer	Normal	—	100	30
☐	21	Focus Energy	Normal	—	—	30
☐	25	Bonemerang	Ground	50	90	10
☐	29	Rage	Normal	20	100	20
☐	33	False Swipe	Normal	40	100	40
☐	37	Thrash	Normal	90	100	20
☐	41	Bone Rush	Ground	25	80	10

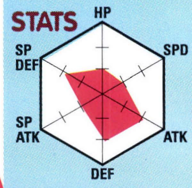
R/B/Y MOVES LIST

	R/B LV	Y LV	MOVE NAME	TYPE	POW	ACC	PP
☐	S	S	Growl	Normal	—	100	40
☐	S	10	Bone Club	Ground	65	85	20
☐	—	13	Tail Whip	Normal	—	100	30
☐	—	18	Headbutt	Normal	70	100	15
☐	25	25	Leer	Normal	—	100	30
☐	31	31	Focus Energy	Normal	—	—	30
☐	38	38	Thrash	Normal	90	100	20
☐	43	43	Bonemerang	Ground	50	90	10
☐	46	46	Rage	Normal	20	100	20

L28

#105 MAROWAK™

GROUND



STRONG AGAINST E PO R
WEAK AGAINST GR I W

GOLD AND SILVER MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Growl	Normal	—	100	40
☐	5	Tail Whip	Normal	—	100	30
☐	9	Bone Club	Ground	65	85	20
☐	13	Headbutt	Normal	70	100	15
☐	17	Leer	Normal	—	100	30
☐	21	Focus Energy	Normal	—	—	30
☐	25	Bonemerang	Ground	50	90	10
☐	32	Rage	Normal	20	100	20
☐	39	False Swipe	Normal	40	100	40
☐	46	Thrash	Normal	90	100	20
☐	53	Bone Rush	Ground	25	80	10

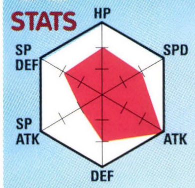
R/B/Y MOVES LIST

	R/B LV	Y LV	MOVE NAME	TYPE	POW	ACC	PP
☐	S	S	Growl	Normal	—	100	40
☐	S	10	Bone Club	Ground	65	85	20
☐	—	13	Tail Whip	Normal	—	100	30
☐	—	18	Headbutt	Normal	70	100	15
☐	25	25	Leer	Normal	—	100	30
☐	31	31	Focus Energy	Normal	—	—	30
☐	41	41	Thrash	Normal	90	100	20
☐	48	48	Bonemerang	Ground	50	90	10
☐	55	55	Rage	Normal	20	100	20

#115 KANGASKHAN™

NORMAL

STATS



STRONG AGAINST: GH

WEAK AGAINST: FT

GOLD AND SILVER MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Comet Punch	Normal	18	85	15
☐	7	Leer	Normal	—	100	30
☐	13	Bite	Dark	60	100	25
☐	19	Tail Whip	Normal	—	100	30
☐	25	Mega Punch	Normal	80	85	20
☐	31	Rage	Normal	20	100	20
☐	37	Endure	Normal	—	—	10
☐	43	Dizzy Punch	Normal	70	100	10
☐	49	Reversal	Fighting	—	100	15

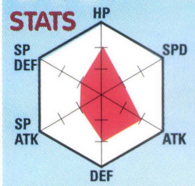
R/B/Y MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Comet Punch	Normal	18	85	15
☐	S	Rage	Normal	20	100	20
☐	26	Bite	Dark	60	100	25
☐	31	Tail Whip	Normal	—	100	30
☐	36	Mega Punch	Normal	80	85	20
☐	41	Leer	Normal	—	100	30
☐	46	Dizzy Punch	Normal	70	100	10

#111 RHYHORN™

GROUND
ROCK

STATS



STRONG AGAINST: E FI FL N PO R

WEAK AGAINST: FT GR GD I S W

GOLD AND SILVER MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Horn Attack	Normal	65	100	25
☐	S	Tail Whip	Normal	—	100	30
☐	13	Stomp	Normal	65	100	20
☐	19	Fury Attack	Normal	15	85	20
☐	31	Scary Face	Normal	—	90	10
☐	37	Horn Drill	Normal	—	30	5
☐	49	Take Down	Normal	90	85	20
☐	55	Earthquake	Ground	100	100	10

R/B/Y MOVES LIST

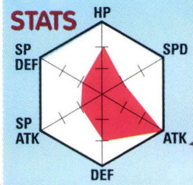
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Horn Attack	Normal	65	100	25
☐	30	Stomp	Normal	65	100	20
☐	35	Tail Whip	Normal	—	100	30
☐	40	Fury Attack	Normal	15	85	20
☐	45	Horn Drill	Normal	—	30	5
☐	50	Leer	Normal	—	100	30
☐	55	Take Down	Normal	90	85	20

L42

#112 RHYDON™

GROUND
ROCK

STATS



STRONG AGAINST: E FI FL N PO R

WEAK AGAINST: FT GR GD I S W

GOLD AND SILVER MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Horn Attack	Normal	65	100	25
☐	S	Tail Whip	Normal	—	100	30
☐	13	Stomp	Normal	65	100	20
☐	19	Fury Attack	Normal	15	85	20
☐	31	Scary Face	Normal	—	90	10
☐	37	Horn Drill	Normal	—	30	5
☐	54	Take Down	Normal	90	85	20
☐	65	Earthquake	Ground	100	100	10

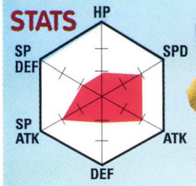
R/B/Y MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Horn Attack	Normal	65	100	25
☐	30	Stomp	Normal	65	100	20
☐	35	Tail Whip	Normal	—	100	30
☐	40	Fury Attack	Normal	15	85	20
☐	48	Horn Drill	Normal	—	30	5
☐	55	Leer	Normal	—	100	30
☐	64	Take Down	Normal	90	85	20

#198 MURKROW™

DARK
FLYING

STATS



STRONG AGAINST: DK GH GR GD PS

WEAK AGAINST: E I R

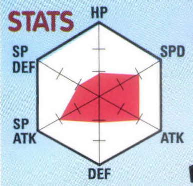
GOLD AND SILVER MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Peck	Flying	35	100	35
☐	11	Pursuit	Dark	40	100	20
☐	16	Haze	Ice	—	—	30
☐	26	Night Shade	Ghost	—	100	15
☐	31	Faint Attack	Dark	60	—	20
☐	41	Mean Look	Normal	—	100	5

#228 HOUNDOUR™

DARK
FIRE

STATS



STRONG AGAINST: DK FI GH GR I PS S

WEAK AGAINST: FT GD R W

GOLD AND SILVER MOVES LIST

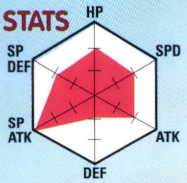
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Leer	Normal	—	100	30
☐	S	Ember	Fire	40	100	25
☐	7	Roar	Normal	—	100	20
☐	13	Smog	Poison	20	70	20
☐	20	Bite	Dark	60	100	25
☐	27	Faint Attack	Dark	60	—	20
☐	35	Flamethrower	Fire	95	100	15
☐	43	Crunch	Dark	80	100	15

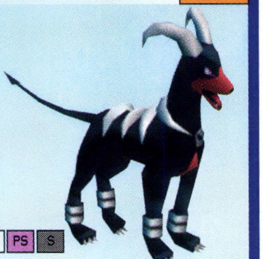
L24

#229 HOUNDOOM™

DARK
FIRE

STATS





STRONG AGAINST: DK FI GH GR I PS S

WEAK AGAINST: FT GD R W

GOLD AND SILVER MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Leer	Normal	—	100	30
☐	S	Ember	Fire	40	100	25
☐	7	Roar	Normal	—	100	20
☐	13	Smog	Poison	20	70	20
☐	20	Bite	Dark	60	100	25
☐	30	Faint Attack	Dark	60	—	20
☐	41	Flamethrower	Fire	95	100	15
☐	52	Crunch	Dark	80	100	15

SLASH
L100 Nm ♂
HP: 215/315
KROASH
L100 Nm ♂
HP: 28/263

HOUNDOOM
L50 Nm ♀
HP: 162/162
SPINAGE
L50 Nm ♂
HP: 9/115

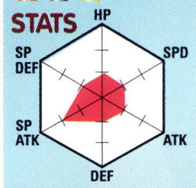
SWINUB
L5 Nm ♀
HP: 21/22
SLUGINY
L5 Nm ♀
HP: 15/20

It's super-effective!

#218 SLUGMA™

FIRE

STATS



STRONG AGAINST B FI GR I S

WEAK AGAINST GD R W

GOLD AND SILVER MOVES LIST

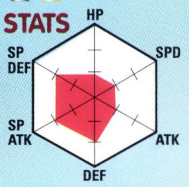
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Smog	Poison	20	70	20
☐	8	Ember	Fire	40	100	25
☐	15	Rock Throw	Rock	50	90	15
☐	22	Harden	Normal	—	—	30
☐	29	Amnesia	Psychic	—	—	20
☐	36	Flamethrower	Fire	95	100	15
☐	43	Rock Slide	Rock	75	90	10
☐	50	Body Slam	Normal	85	100	15

L38

#219 MAGCARGO™

FIRE
ROCK

STATS



STRONG AGAINST B FI FL I N PO

WEAK AGAINST FT GD R W

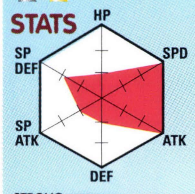
GOLD AND SILVER MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Smog	Poison	20	70	20
☐	8	Ember	Fire	40	100	25
☐	15	Rock Throw	Rock	50	90	15
☐	22	Harden	Normal	—	—	30
☐	29	Amnesia	Psychic	—	—	20
☐	36	Flamethrower	Fire	95	100	15
☐	48	Rock Slide	Rock	75	90	10
☐	60	Body Slam	Normal	85	100	15

#215 SNEASEL™

DARK
ICE

STATS



STRONG AGAINST DK GH GR I PS

WEAK AGAINST B FI FT R S

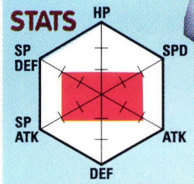
GOLD AND SILVER MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Scratch	Normal	40	100	35
☐	S	Leer	Normal	—	100	30
☐	9	Quick Attack	Normal	40	100	30
☐	17	Screech	Normal	—	85	40
☐	25	Faint Attack	Dark	60	—	20
☐	33	Fury Swipes	Normal	18	80	15
☐	41	Agility	Psychic	—	—	30
☐	49	Slash	Normal	70	100	20
☐	57	Beat Up	Dark	10	100	10

#200 MISDREAVUS™

GHOST

STATS



STRONG AGAINST B FT N PO

WEAK AGAINST DK GH

GOLD AND SILVER MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Growl	Normal	—	100	40
☐	S	Psywave	Psychic	—	80	15
☐	6	Spite	Ghost	—	100	10
☐	12	Confuse Ray	Ghost	—	100	10
☐	19	Mean Look	Normal	—	100	5
☐	27	Psybeam	Psychic	65	100	20
☐	36	Pain Split	Normal	—	100	20
☐	46	Perish Song	Normal	—	—	5

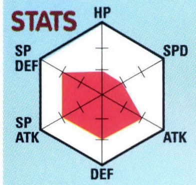
CHINchou
L45 Nm ♂
HP 146/146

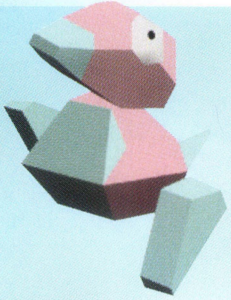
magCARGO
L45 Nm ♀
HP 79/136

#137 PORYGON™

NORMAL

STATS





STRONG AGAINST GH

WEAK AGAINST FT

GOLD AND SILVER MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Conversion 2	Normal	—	100	30
☐	S	Tackle	Normal	35	95	35
☐	S	Conversion	Normal	—	—	30
☐	9	Agility	Psychic	—	—	30
☐	12	Psybeam	Psychic	65	100	20
☐	20	Recover	Normal	—	—	20
☐	24	Sharpen	Normal	—	—	30
☐	32	Lock-On	Normal	—	100	5
☐	36	Tri Attack	Normal	80	100	10
☐	44	Zap Cannon	Electric	100	50	5

R/B/Y MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Tackle	Normal	35	95	35
☐	S	Sharpen	Normal	—	—	30
☐	S	Conversion	Normal	—	—	30
☐	23	Psybeam	Psychic	65	100	20
☐	28	Recover	Normal	—	—	20
☐	35	Agility	Psychic	—	—	30
☐	42	Tri Attack	Normal	80	100	10

MEWTWO
L100 Nm
HP 413/413

MISDREAVAP
L100 Ft ♀
HP 0/284

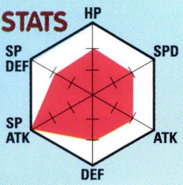
MISDREAVAP cut its own HP and Put a CURSE on MEWTWO!

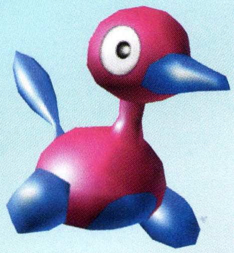
TRADE W/ UP-GRADE

#233 PORYGON2™

NORMAL

STATS



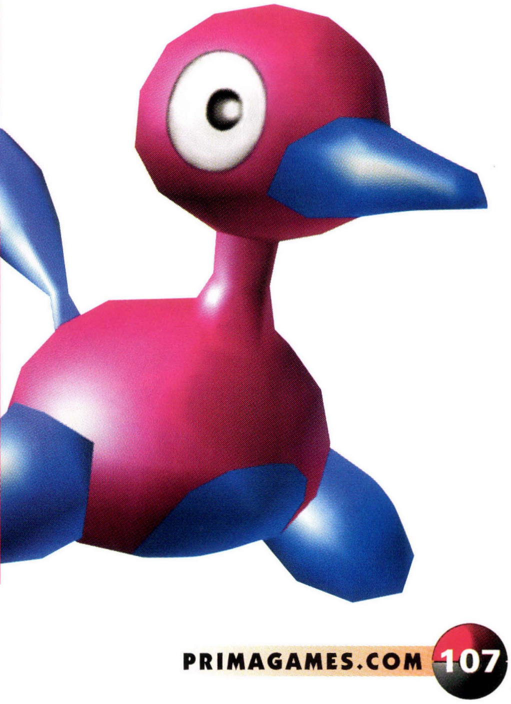


STRONG AGAINST GH

WEAK AGAINST FT

GOLD AND SILVER MOVES LIST

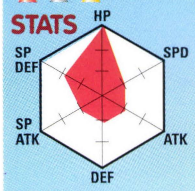
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Conversion 2	Normal	—	100	30
☐	S	Tackle	Normal	35	95	35
☐	S	Conversion	Normal	—	—	30
☐	9	Agility	Psychic	—	—	30
☐	12	Psybeam	Psychic	65	100	20
☐	20	Recover	Normal	—	—	20
☐	24	Defense Curl	Normal	—	—	40
☐	32	Lock-On	Normal	—	100	5
☐	36	Tri Attack	Normal	80	100	10
☐	44	Zap Cannon	Electric	100	50	5

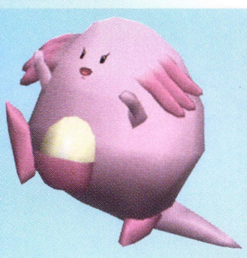


#113 CHANSEY™

NORMAL

STATS





STRONG AGAINST: GH
WEAK AGAINST: FT

GOLD AND SILVER MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Pound	Normal	40	100	35
☐	5	Growl	Normal	—	100	40
☐	9	Tail Whip	Normal	—	100	30
☐	13	Softboiled	Normal	—	100	10
☐	17	Doubleslap	Normal	15	85	10
☐	23	Minimize	Normal	—	—	20
☐	29	Sing	Normal	—	55	15
☐	35	Egg Bomb	Normal	100	75	10
☐	41	Defense Curl	Normal	—	—	40
☐	49	Light Screen	Psychic	—	—	30
☐	57	Double-Edge	Normal	120	100	15

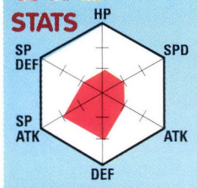
R/B/Y MOVES LIST

	R/B LV	Y LV	MOVE NAME	TYPE	POW	ACC	PP
☐	S	S	Pound	Normal	40	100	35
☐	—	S	Tail Whip	Normal	—	100	30
☐	S	12	Doubleslap	Normal	15	85	10
☐	24	24	Sing	Normal	—	55	15
☐	30	30	Growl	Normal	—	100	40
☐	38	38	Minimize	Normal	—	—	20
☐	44	44	Defense Curl	Normal	—	—	40
☐	48	48	Light Screen	Psychic	—	—	30
☐	54	54	Double-Edge	Normal	120	100	15

#138 OMANYTE™

ROCK
WATER

STATS



STRONG AGAINST: FI FL I N PO
WEAK AGAINST: E FT GR GD

GOLD AND SILVER MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Constrict	Normal	10	100	35
☐	S	Withdraw	Water	—	—	40
☐	13	Bite	Dark	60	100	25
☐	19	Water Gun	Water	40	100	25
☐	31	Leer	Normal	—	100	30
☐	37	Protect	Normal	—	—	10
☐	49	Ancientpower	Rock	60	100	5
☐	55	Hydro Pump	Water	120	80	5

R/B/Y MOVES LIST

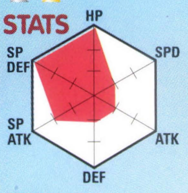
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Water Gun	Water	40	100	25
☐	S	Withdraw	Water	—	—	40
☐	34	Horn Attack	Normal	65	100	25
☐	39	Leer	Normal	—	100	30
☐	46	Spike Cannon	Normal	20	100	15
☐	53	Hydro Pump	Water	120	80	5

TAMING

#242 BLISSEY™

NORMAL

STATS



STRONG AGAINST: GH
WEAK AGAINST: FT

GOLD AND SILVER MOVES LIST

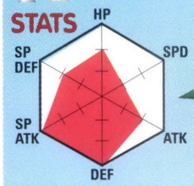
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Pound	Normal	40	100	35
☐	4	Growl	Normal	—	100	40
☐	7	Tail Whip	Normal	—	100	30
☐	10	Softboiled	Normal	—	100	10
☐	13	Doubleslap	Normal	15	85	10
☐	18	Minimize	Normal	—	—	20
☐	23	Sing	Normal	—	55	15
☐	28	Egg Bomb	Normal	100	75	10
☐	33	Defense Curl	Normal	—	—	40
☐	40	Light Screen	Psychic	—	—	30
☐	47	Double-Edge	Normal	120	100	15

L40

#139 OMASTAR™

ROCK
WATER

STATS



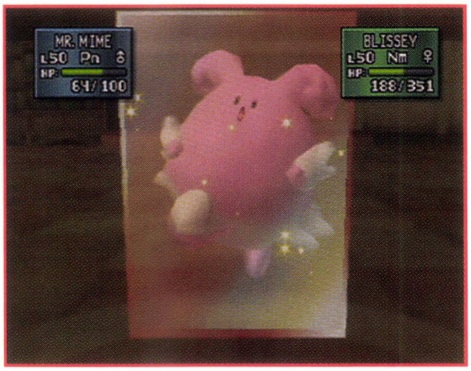
STRONG AGAINST: FI FL I N PO
WEAK AGAINST: E FT GR GD

GOLD AND SILVER MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Constrict	Normal	10	100	35
☐	S	Withdraw	Water	—	—	40
☐	13	Bite	Dark	60	100	25
☐	19	Water Gun	Water	40	100	25
☐	31	Leer	Normal	—	100	30
☐	37	Protect	Normal	—	—	10
☐	40	Spike Cannon	Normal	20	100	15
☐	54	Ancientpower	Rock	60	100	5
☐	65	Hydro Pump	Water	120	80	5

R/B/Y MOVES LIST

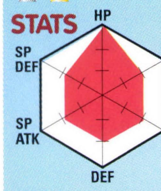
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Water Gun	Water	40	100	25
☐	S	Withdraw	Water	—	—	40
☐	34	Horn Attack	Normal	65	100	25
☐	39	Leer	Normal	—	100	30
☐	44	Spike Cannon	Normal	20	100	15
☐	49	Hydro Pump	Water	120	80	5



#131 LAPRAS™

WATER
ICE

STATS



STRONG AGAINST: I W
WEAK AGAINST: E FT GR R

GOLD AND SILVER MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Water Gun	Water	40	100	25
☐	S	Growl	Normal	—	100	40
☐	S	Sing	Normal	—	55	15
☐	8	Mist	Ice	—	—	30
☐	15	Body Slam	Normal	85	100	15
☐	22	Confuse Ray	Ghost	—	100	10
☐	29	Perish Song	Normal	—	—	5
☐	36	Ice Beam	Ice	95	100	10
☐	43	Rain Dance	Water	—	—	5
☐	50	Safeguard	Normal	—	—	25
☐	57	Hydro Pump	Water	120	80	5

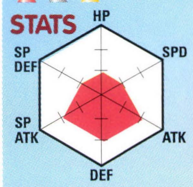
R/B/Y MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Water Gun	Water	40	100	25
☐	S	Growl	Normal	—	100	40
☐	16	Sing	Normal	—	55	15
☐	20	Mist	Ice	—	—	30
☐	25	Body Slam	Normal	85	100	15
☐	31	Confuse Ray	Ghost	—	100	10
☐	38	Ice Beam	Ice	95	100	10
☐	46	Hydro Pump	Water	120	80	5

#140 KABUTO™

ROCK
WATER

STATS



STRONG AGAINST: FI FL I N PO
WEAK AGAINST: E FT GR GD

GOLD AND SILVER MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Scratch	Normal	40	100	35
☐	S	Harden	Normal	—	—	30
☐	10	Absorb	Grass	20	100	20
☐	19	Leer	Normal	—	100	30
☐	28	Sand-Attack	Ground	—	100	15
☐	37	Endure	Normal	—	—	10
☐	46	Mega Drain	Grass	40	100	10
☐	55	Ancientpower	Rock	60	100	5

R/B/Y MOVES LIST

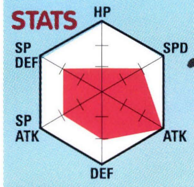
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Scratch	Normal	40	100	35
☐	S	Harden	Normal	—	—	30
☐	34	Absorb	Grass	20	100	20
☐	39	Slash	Normal	70	100	20
☐	44	Leer	Normal	—	100	30
☐	49	Hydro Pump	Water	120	80	5

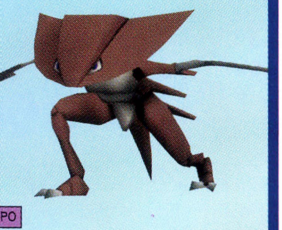
TO #141: L40

#141 KABUTOPS™

ROCK
WATER

STATS





STRONG AGAINST: FI, FL, I, N, PO
WEAK AGAINST: E, FT, GR, GD

GOLD AND SILVER MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Scratch	Normal	40	100	35
☐	S	Harden	Normal	—	—	30
☐	10	Absorb	Grass	20	100	20
☐	19	Leer	Normal	—	100	30
☐	28	Sand-Attack	Ground	—	100	15
☐	37	Endure	Normal	—	—	10
☐	40	Slash	Normal	70	100	20
☐	51	Mega Drain	Grass	40	100	10
☐	65	Ancientpower	Rock	60	100	5

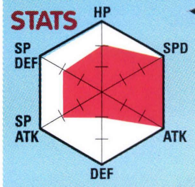
R/B/Y MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Scratch	Normal	40	100	35
☐	S	Harden	Normal	—	—	30
☐	34	Absorb	Grass	20	100	20
☐	39	Slash	Normal	70	100	20
☐	46	Leer	Normal	—	100	30
☐	53	Hydro Pump	Water	120	80	5

#142 AERODACTYL™

ROCK
FLYING

STATS



STRONG AGAINST: B, FI, FL, GD, N, PO
WEAK AGAINST: E, I, R, S, W

GOLD AND SILVER MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Wing Attack	Flying	60	100	35
☐	8	Agility	Psychic	—	—	30
☐	15	Bite	Dark	60	100	25
☐	22	Supersonic	Normal	—	55	20
☐	29	Ancientpower	Rock	60	100	5
☐	36	Scary Face	Normal	—	90	10
☐	43	Take Down	Normal	90	85	20
☐	50	Hyper Beam	Normal	150	90	5

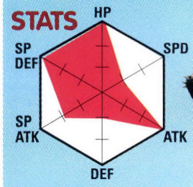
R/B/Y MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Wing Attack	Flying	60	100	35
☐	S	Agility	Psychic	—	—	30
☐	33	Supersonic	Normal	—	55	20
☐	39	Bite	Dark	60	100	25
☐	45	Take Down	Normal	90	85	20
☐	54	Hyper Beam	Normal	150	90	5

#143 SNORLAX™

NORMAL

STATS



STRONG AGAINST: GH
WEAK AGAINST: FT

GOLD AND SILVER MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Tackle	Normal	35	95	35
☐	8	Amnesia	Psychic	—	—	20
☐	15	Defense Curl	Normal	—	—	40
☐	22	Belly Drum	Normal	—	—	10
☐	29	Headbutt	Normal	70	100	15
☐	36	Snore	Normal	40	100	15
☐	36	Rest	Psychic	—	—	10
☐	43	Body Slam	Normal	85	100	15
☐	50	Rollout	Rock	30	90	20
☐	57	Hyper Beam	Normal	150	90	5

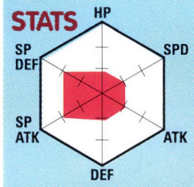
R/B/Y MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Headbutt	Normal	70	100	15
☐	S	Amnesia	Psychic	—	—	20
☐	S	Rest	Psychic	—	—	10
☐	25	Body Slam	Normal	85	100	15
☐	41	Harden	Normal	—	—	30
☐	48	Double-Edge	Normal	120	100	15
☐	56	Hyper Beam	Normal	150	90	5

#1 BULBASAUR™

GRASS
POISON

STATS



STRONG AGAINST: E, FT, GR, W
WEAK AGAINST: FI, FL, I, PS

GOLD AND SILVER MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Tackle	Normal	35	95	35
☐	4	Growl	Normal	—	100	40
☐	7	Leech Seed	Grass	—	90	10
☐	10	Vine Whip	Grass	35	100	10
☐	15	Poisonpowder	Poison	—	75	35
☐	15	Sleep Powder	Grass	—	75	15
☐	20	Razor Leaf	Grass	55	95	25
☐	25	Sweet Scent	Normal	—	100	20
☐	32	Growth	Normal	—	—	40
☐	39	Synthesis	Grass	—	—	5
☐	46	Solarbeam	Grass	120	100	10

R/B/Y MOVES LIST

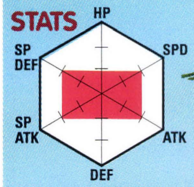
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Tackle	Normal	35	95	35
☐	S	Growl	Normal	—	100	40
☐	7	Leech Seed	Grass	—	90	10
☐	13	Vine Whip	Grass	35	100	10
☐	20	Poisonpowder	Poison	—	75	35
☐	27	Razor Leaf	Grass	55	95	25
☐	34	Growth	Normal	—	—	40
☐	41	Sleep Powder	Grass	—	75	15
☐	48	Solarbeam	Grass	120	100	10

L16

#2 IVYSAUR™

GRASS
POISON

STATS



STRONG AGAINST: E, FT, GR, W
WEAK AGAINST: FI, FL, I, PS

GOLD AND SILVER MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Tackle	Normal	35	95	35
☐	4	Growl	Normal	—	100	40
☐	7	Leech Seed	Grass	—	90	10
☐	10	Vine Whip	Grass	35	100	10
☐	15	Poisonpowder	Poison	—	75	35
☐	15	Sleep Powder	Grass	—	75	15
☐	22	Razor Leaf	Grass	55	95	25
☐	29	Sweet Scent	Normal	—	100	20
☐	38	Growth	Normal	—	—	40
☐	47	Synthesis	Grass	—	—	5
☐	56	Solarbeam	Grass	120	100	10

R/B/Y MOVES LIST

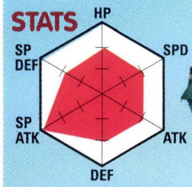
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Tackle	Normal	35	95	35
☐	S	Growl	Normal	—	100	40
☐	7	Leech Seed	Grass	—	90	10
☐	13	Vine Whip	Grass	35	100	10
☐	22	Poisonpowder	Poison	—	75	35
☐	30	Razor Leaf	Grass	55	95	25
☐	38	Growth	Normal	—	—	40
☐	46	Sleep Powder	Grass	—	75	15
☐	54	Solarbeam	Grass	120	100	10

L32

#3 VENUSAUR™

GRASS
POISON

STATS



STRONG AGAINST: E, FT, GR, W
WEAK AGAINST: FI, FL, I, PS

GOLD AND SILVER MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Tackle	Normal	35	95	35
☐	4	Growl	Normal	—	100	40
☐	7	Leech Seed	Grass	—	90	10
☐	10	Vine Whip	Grass	35	100	10
☐	15	Poisonpowder	Poison	—	75	35
☐	15	Sleep Powder	Grass	—	75	15
☐	22	Razor Leaf	Grass	55	95	25
☐	29	Sweet Scent	Normal	—	100	20
☐	41	Growth	Normal	—	—	40
☐	53	Synthesis	Grass	—	—	5
☐	65	Solarbeam	Grass	120	100	10

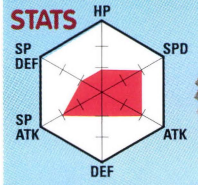
R/B/Y MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Tackle	Normal	35	95	35
☐	S	Growl	Normal	—	100	40
☐	7	Leech Seed	Grass	—	90	10
☐	13	Vine Whip	Grass	35	100	10
☐	22	Poisonpowder	Poison	—	75	35
☐	30	Razor Leaf	Grass	55	95	25
☐	43	Growth	Normal	—	—	40
☐	55	Sleep Powder	Grass	—	75	15
☐	65	Solarbeam	Grass	120	100	10

#4 CHARMANDER™

FIRE

STATS



STRONG AGAINST B FI GR I S

WEAK AGAINST GD R W

GOLD AND SILVER MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Scratch	Normal	40	100	35
☐	S	Growl	Normal	—	100	40
☐	7	Ember	Fire	40	100	25
☐	13	Smokescreen	Normal	—	100	20
☐	19	Rage	Normal	20	100	20
☐	25	Scary Face	Normal	—	90	10
☐	31	Flamethrower	Fire	95	100	15
☐	37	Slash	Normal	70	100	20
☐	43	Dragon Rage	Dragon	—	100	10
☐	49	Fire Spin	Fire	15	70	15

R/B/Y MOVES LIST

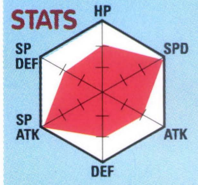
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Scratch	Normal	40	100	35
☐	S	Growl	Normal	—	100	40
☐	9	Ember	Fire	40	100	25
☐	15	Leer	Normal	—	100	30
☐	22	Rage	Normal	20	100	20
☐	30	Slash	Normal	70	100	20
☐	38	Flamethrower	Fire	95	100	15
☐	46	Fire Spin	Fire	15	70	15

L16

#5 CHARMELEON™

FIRE

STATS



STRONG AGAINST B FI GR I S

WEAK AGAINST GD R W

GOLD AND SILVER MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Scratch	Normal	40	100	35
☐	S	Growl	Normal	—	100	40
☐	7	Ember	Fire	40	100	25
☐	13	Smokescreen	Normal	—	100	20
☐	20	Rage	Normal	20	100	20
☐	27	Scary Face	Normal	—	90	10
☐	34	Flamethrower	Fire	95	100	15
☐	41	Slash	Normal	70	100	20
☐	48	Dragon Rage	Dragon	—	100	10
☐	55	Fire Spin	Fire	15	70	15

R/B/Y MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Scratch	Normal	40	100	35
☐	S	Growl	Normal	—	100	40
☐	9	Ember	Fire	40	100	25
☐	15	Leer	Normal	—	100	30
☐	24	Rage	Normal	20	100	20
☐	33	Slash	Normal	70	100	20
☐	42	Flamethrower	Fire	95	100	15
☐	56	Fire Spin	Fire	15	70	15

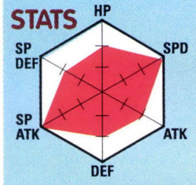
L36

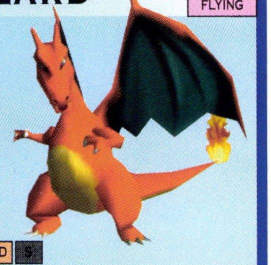
#6 CHARIZARD™

FIRE

FLYING

STATS





STRONG AGAINST B FT FI GR GD S

WEAK AGAINST E R W

GOLD AND SILVER MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Scratch	Normal	40	100	35
☐	S	Growl	Normal	—	100	40
☐	7	Ember	Fire	40	100	25
☐	13	Smokescreen	Normal	—	100	20
☐	20	Rage	Normal	20	100	20
☐	27	Scary Face	Normal	—	90	10
☐	34	Flamethrower	Fire	95	100	15
☐	36	Wing Attack	Flying	60	100	35
☐	44	Slash	Normal	70	100	20
☐	54	Dragon Rage	Dragon	—	100	10
☐	64	Fire Spin	Fire	15	70	15

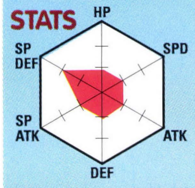
R/B/Y MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Scratch	Normal	40	100	35
☐	S	Growl	Normal	—	100	40
☐	9	Ember	Fire	40	100	25
☐	15	Leer	Normal	—	100	30
☐	24	Rage	Normal	20	100	20
☐	36	Slash	Normal	70	100	20
☐	46	Flamethrower	Fire	95	100	15
☐	55	Fire Spin	Fire	15	70	15

#7 SQUIRTLE™

WATER

STATS



STRONG AGAINST FI I S W

WEAK AGAINST E GR

GOLD AND SILVER MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Tackle	Normal	35	95	35
☐	4	Tail Whip	Normal	—	100	30
☐	7	Bubble	Water	20	100	30
☐	10	Withdraw	Water	—	—	40
☐	13	Water Gun	Water	40	100	25
☐	18	Bite	Dark	60	100	25
☐	23	Rapid Spin	Normal	20	100	40
☐	28	Protect	Normal	—	—	10
☐	33	Rain Dance	Water	—	—	5
☐	40	Skull Bash	Normal	100	100	15
☐	47	Hydro Pump	Water	120	80	5

R/B/Y MOVES LIST

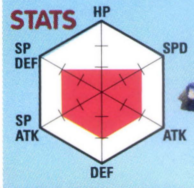
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Tackle	Normal	35	95	35
☐	S	Tail Whip	Normal	—	100	30
☐	8	Bubble	Water	20	100	30
☐	15	Water Gun	Water	40	100	25
☐	22	Bite	Dark	60	100	25
☐	28	Withdraw	Water	—	—	40
☐	35	Skull Bash	Normal	100	100	15
☐	42	Hydro Pump	Water	120	80	5

L16

#8 WARTORTLE™

WATER

STATS



STRONG AGAINST FI I S W

WEAK AGAINST E GR

GOLD AND SILVER MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Tackle	Normal	35	95	35
☐	4	Tail Whip	Normal	—	100	30
☐	7	Bubble	Water	20	100	30
☐	10	Withdraw	Water	—	—	40
☐	13	Water Gun	Water	40	100	25
☐	19	Bite	Dark	60	100	25
☐	25	Rapid Spin	Normal	20	100	40
☐	31	Protect	Normal	—	—	10
☐	37	Rain Dance	Water	—	—	5
☐	45	Skull Bash	Normal	100	100	15
☐	53	Hydro Pump	Water	120	80	5

R/B/Y MOVES LIST

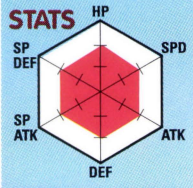
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Tackle	Normal	35	95	35
☐	S	Tail Whip	Normal	—	100	30
☐	8	Bubble	Water	20	100	30
☐	15	Water Gun	Water	40	100	25
☐	24	Bite	Dark	60	100	25
☐	31	Withdraw	Water	—	—	40
☐	39	Skull Bash	Normal	100	100	15
☐	47	Hydro Pump	Water	120	80	5

L36

#9 BLASTOISE™

WATER

STATS



STRONG AGAINST FI I S W

WEAK AGAINST E GR

GOLD AND SILVER MOVES LIST

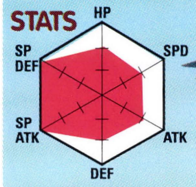
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Tackle	Normal	35	95	35
☐	4	Tail Whip	Normal	—	100	30
☐	7	Bubble	Water	20	100	30
☐	10	Withdraw	Water	—	—	40
☐	13	Water Gun	Water	40	100	25
☐	19	Bite	Dark	60	100	25
☐	25	Rapid Spin	Normal	20	100	40
☐	31	Protect	Normal	—	—	10
☐	42	Rain Dance	Water	—	—	5
☐	55	Skull Bash	Normal	100	100	15
☐	68	Hydro Pump	Water	120	80	5

R/B/Y MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Tackle	Normal	35	95	35
☐	S	Tail Whip	Normal	—	100	30
☐	8	Bubble	Water	20	100	30
☐	15	Water Gun	Water	40	100	25
☐	24	Bite	Dark	60	100	25
☐	31	Withdraw	Water	—	—	40
☐	42	Skull Bash	Normal	100	100	15
☐	52	Hydro Pump	Water	120	80	5

#144 ARTICUNO™

ICE
FLYING



STRONG AGAINST: B GR GD
WEAK AGAINST: E FI R S

GOLD AND SILVER MOVES LIST

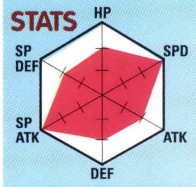
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Gust	Flying	40	100	35
☐	S	Powder Snow	Ice	40	100	25
☐	13	Mist	Ice	—	—	30
☐	25	Agility	Psychic	—	—	30
☐	37	Mind Reader	Normal	—	100	5
☐	49	Ice Beam	Ice	95	100	10
☐	61	Reflect	Psychic	—	—	20
☐	73	Blizzard	Ice	120	70	5

R/B/Y MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Peck	Flying	35	100	35
☐	S	Ice Beam	Ice	95	100	10
☐	51	Blizzard	Ice	120	70	5
☐	55	Agility	Psychic	—	—	30
☐	60	Mist	Ice	—	—	30

#145 ZAPDOS™

ELECTRIC
FLYING



STRONG AGAINST: B FT FL GR GD S
WEAK AGAINST: I R

GOLD AND SILVER MOVES LIST

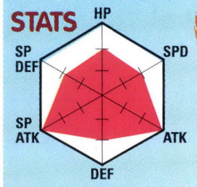
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Peck	Flying	35	100	35
☐	S	Thundershock	Electric	40	100	30
☐	13	Thunder Wave	Electric	—	100	20
☐	25	Agility	Psychic	—	—	30
☐	37	Detect	Fighting	—	—	5
☐	49	Drill Peck	Flying	80	100	20
☐	61	Light Screen	Psychic	—	—	30
☐	73	Thunder	Electric	120	70	10

R/B/Y MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Thundershock	Electric	40	100	30
☐	S	Drill Peck	Flying	80	100	20
☐	51	Thunder	Electric	120	70	10
☐	55	Agility	Psychic	—	—	30
☐	60	Light Screen	Psychic	—	—	30

#146 MOLTRES™

FIRE
FLYING



STRONG AGAINST: B FT FI GR GD S
WEAK AGAINST: E R W

GOLD AND SILVER MOVES LIST

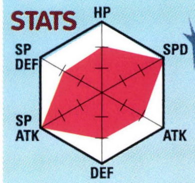
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Wing Attack	Flying	60	100	35
☐	S	Ember	Fire	40	100	25
☐	13	Fire Spin	Fire	15	70	15
☐	25	Agility	Psychic	—	—	30
☐	37	Endure	Normal	—	—	10
☐	49	Flamethrower	Fire	95	100	15
☐	61	Safeguard	Normal	—	—	25
☐	73	Sky Attack	Flying	140	90	5

R/B/Y MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Peck	Flying	35	100	35
☐	S	Fire Spin	Fire	15	70	15
☐	51	Leer	Normal	—	100	30
☐	55	Agility	Psychic	—	—	30
☐	60	Sky Attack	Flying	140	90	5

#243 RAIKOU™

ELECTRIC



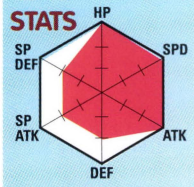
STRONG AGAINST: E FL
WEAK AGAINST: GD

GOLD AND SILVER MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Bite	Dark	60	100	25
☐	S	Leer	Normal	—	100	30
☐	11	Thundershock	Electric	40	100	30
☐	21	Roar	Normal	—	100	20
☐	31	Quick Attack	Normal	40	100	30
☐	41	Spark	Electric	65	100	20
☐	51	Reflect	Psychic	—	—	20
☐	61	Crunch	Dark	80	100	15
☐	71	Thunder	Electric	120	70	10

#244 ENTEI™

FIRE



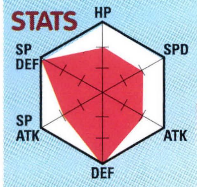
STRONG AGAINST: B FI GR I S
WEAK AGAINST: GD R W

GOLD AND SILVER MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Bite	Dark	60	100	25
☐	S	Leer	Normal	—	100	30
☐	11	Ember	Fire	40	100	25
☐	21	Roar	Normal	—	100	20
☐	31	Fire Spin	Fire	15	70	15
☐	41	Stomp	Normal	65	100	20
☐	51	Flamethrower	Fire	95	100	15
☐	61	Swagger	Normal	—	90	15
☐	71	Fire Blast	Fire	120	85	5

#245 SUICUNE™

WATER



STRONG AGAINST: FI I S W
WEAK AGAINST: E GR

GOLD AND SILVER MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Bite	Dark	60	100	25
☐	S	Leer	Normal	—	100	30
☐	11	Water Gun	Water	40	100	25
☐	21	Roar	Normal	—	100	20
☐	31	Gust	Flying	40	100	35
☐	41	Bubblebeam	Water	65	100	20
☐	51	Mist	Ice	—	—	30
☐	61	Mirror Coat	Psychic	—	100	20
☐	71	Hydro Pump	Water	120	80	5

MEWTWO
L100 Nm
HP:
413/413
ZAPASH
L100 Nm
HP:
343/343

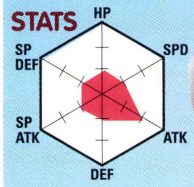
MEWTWO
L100 Nm
HP:
278/413
MOLTASH
L100 Nm
HP:
301/353

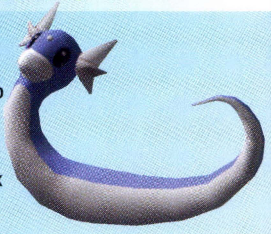
A critical hit!
It's super-effective!

RAIKOU
L100 Nm
HP:
379/379
SUICOW
L100 Nm
HP:
127/389

#147 DRATINI™

DRAGON





STRONG AGAINST E FI GR W

WEAK AGAINST D I

GOLD AND SILVER MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Wrap	Normal	15	85	20
☐	S	Leer	Normal	—	100	30
☐	8	Thunder Wave	Electric	—	100	20
☐	15	Twister	Dragon	40	100	20
☐	22	Dragon Rage	Dragon	—	100	10
☐	29	Slam	Normal	80	75	20
☐	36	Agility	Psychic	—	—	30
☐	43	Safeguard	Normal	—	—	25
☐	50	Outrage	Dragon	90	100	15
☐	57	Hyper Beam	Normal	150	90	5

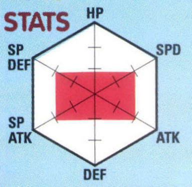
R/B/Y MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Wrap	Normal	15	85	20
☐	S	Leer	Normal	—	100	30
☐	10	Thunder Wave	Electric	—	100	20
☐	20	Agility	Psychic	—	—	30
☐	30	Slam	Normal	80	75	20
☐	40	Dragon Rage	Dragon	—	100	10
☐	50	Hyper Beam	Normal	150	90	5

L30

#148 DRAGONAIR™

DRAGON



STRONG AGAINST E FI GR W

WEAK AGAINST D I

GOLD AND SILVER MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Wrap	Normal	15	85	20
☐	S	Leer	Normal	—	100	30
☐	8	Thunder Wave	Electric	—	100	20
☐	15	Twister	Dragon	40	100	20
☐	22	Dragon Rage	Dragon	—	100	10
☐	29	Slam	Normal	80	75	20
☐	38	Agility	Psychic	—	—	30
☐	47	Safeguard	Normal	—	—	25
☐	56	Outrage	Dragon	90	100	15
☐	65	Hyper Beam	Normal	150	90	5

R/B/Y MOVES LIST

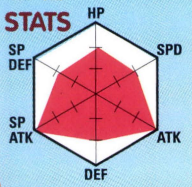
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Wrap	Normal	15	85	20
☐	S	Leer	Normal	—	100	30
☐	10	Thunder Wave	Electric	—	100	20
☐	20	Agility	Psychic	—	—	30
☐	35	Slam	Normal	80	75	20
☐	45	Dragon Rage	Dragon	—	100	10
☐	55	Hyper Beam	Normal	150	90	5

L55

#149 DRAGONITE™

DRAGON

FLYING



STRONG AGAINST B FT FI GR GD W

WEAK AGAINST D I R

GOLD AND SILVER MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Wrap	Normal	15	85	20
☐	S	Leer	Normal	—	100	30
☐	8	Thunder Wave	Electric	—	100	20
☐	15	Twister	Dragon	40	100	20
☐	22	Dragon Rage	Dragon	—	100	10
☐	29	Slam	Normal	80	75	20
☐	38	Agility	Psychic	—	—	30
☐	47	Safeguard	Normal	—	—	25
☐	55	Wing Attack	Flying	60	100	35
☐	61	Outrage	Dragon	90	100	15
☐	75	Hyper Beam	Normal	150	90	5

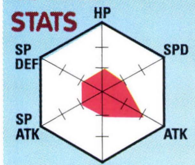
R/B/Y MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Wrap	Normal	15	85	20
☐	S	Leer	Normal	—	100	30
☐	10	Thunder Wave	Electric	—	100	20
☐	20	Agility	Psychic	—	—	30
☐	35	Slam	Normal	80	75	20
☐	45	Dragon Rage	Dragon	—	100	10
☐	60	Hyper Beam	Normal	150	90	5

#246 LARVITAR™

ROCK

GROUND



STRONG AGAINST E FI FL N PO R

WEAK AGAINST FT GR GD I S W

GOLD AND SILVER MOVES LIST

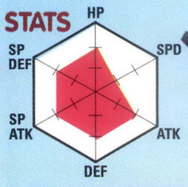
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Bite	Dark	60	100	25
☐	S	Leer	Normal	—	100	30
☐	8	Sandstorm	Rock	—	—	10
☐	15	Screech	Normal	—	85	40
☐	22	Rock Slide	Rock	75	90	10
☐	29	Thrash	Normal	90	100	20
☐	36	Scary Face	Normal	—	90	10
☐	43	Crunch	Dark	80	100	15
☐	50	Earthquake	Ground	100	100	10
☐	57	Hyper Beam	Normal	150	90	5

L30

#247 PUPITAR™

ROCK

GROUND



STRONG AGAINST E FI FL N PO R

WEAK AGAINST FT GR GD I S W

GOLD AND SILVER MOVES LIST

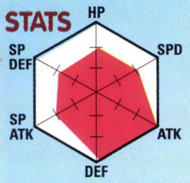
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Bite	Dark	60	100	25
☐	S	Leer	Normal	—	100	30
☐	8	Sandstorm	Rock	—	—	10
☐	15	Screech	Normal	—	85	40
☐	22	Rock Slide	Rock	75	90	10
☐	29	Thrash	Normal	90	100	20
☐	38	Scary Face	Normal	—	90	10
☐	47	Crunch	Dark	80	100	15
☐	56	Earthquake	Ground	100	100	10
☐	65	Hyper Beam	Normal	150	90	5

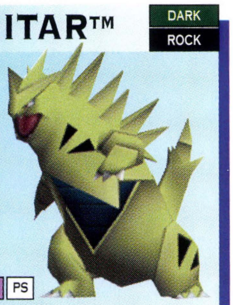
L55

#248 TYRANITAR™

DARK

ROCK





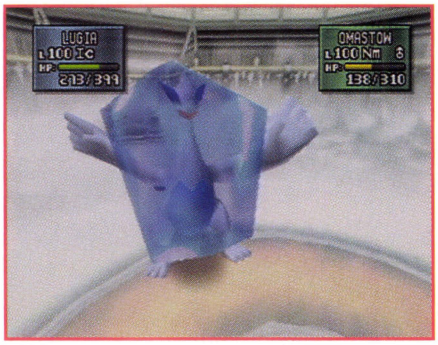
STRONG AGAINST DK FI FL GH N PO PS

WEAK AGAINST B FT GR GD S W

GOLD AND SILVER MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Bite	Dark	60	100	25
☐	S	Leer	Normal	—	100	30
☐	8	Sandstorm	Rock	—	—	10
☐	15	Screech	Normal	—	85	40
☐	22	Rock Slide	Rock	75	90	10
☐	29	Thrash	Normal	90	100	20
☐	38	Scary Face	Normal	—	90	10
☐	47	Crunch	Dark	80	100	15
☐	61	Earthquake	Ground	100	100	10
☐	75	Hyper Beam	Normal	150	90	5

BLISSEY
L50 PZ ♀
HP:
339/339
AIRGONAIR
L50 Nm ♂
HP:
56/147

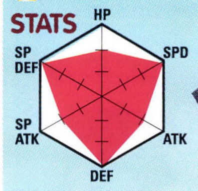


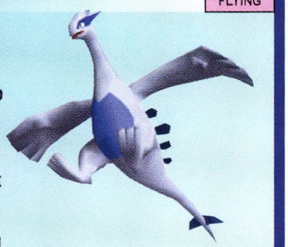
LUGIA
L100 SP
HP:
399/399
ARGLANCE
L100 Nm ♂
HP:
54/273

LUGIA started to have a NIGHTMARE!

#249 LUGIA™

PSYCHIC
FLYING





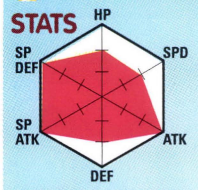
STRONG AGAINST E FT GD PS
WEAK AGAINST DK E GH I R

GOLD AND SILVER MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Aeroblast	Flying	100	95	5
☐	11	Safeguard	Normal	—	—	25
☐	22	Gust	Flying	40	100	35
☐	33	Recover	Normal	—	—	20
☐	44	Hydro Pump	Water	120	80	5
☐	55	Rain Dance	Water	—	—	5
☐	66	Swift	Normal	60	—	20
☐	77	Whirlwind	Normal	—	100	20
☐	88	Ancientpower	Rock	60	100	5
☐	99	Future Sight	Psychic	80	90	15

#250 HO-OH™

FIRE
FLYING



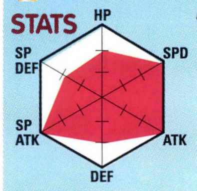
STRONG AGAINST B FT FI GR GD S
WEAK AGAINST E R W

GOLD AND SILVER MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Sacred Fire	Fire	100	95	5
☐	11	Safeguard	Normal	—	—	25
☐	22	Gust	Flying	40	100	35
☐	33	Recover	Normal	—	—	20
☐	44	Fire Blast	Fire	120	85	5
☐	55	Sunny Day	Fire	—	—	5
☐	66	Swift	Normal	60	—	20
☐	77	Whirlwind	Normal	—	100	20
☐	88	Ancientpower	Rock	60	100	5
☐	99	Future Sight	Psychic	80	90	15

#150 MEWTWO™

PSYCHIC



STRONG AGAINST FT PS
WEAK AGAINST B DK GH

GOLD AND SILVER MOVES LIST

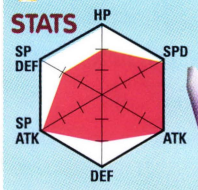
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Confusion	Psychic	50	100	25
☐	S	Disable	Normal	—	55	20
☐	11	Barrier	Psychic	—	—	30
☐	22	Swift	Normal	60	—	20
☐	33	Psych Up	Normal	—	—	10
☐	44	Future Sight	Psychic	80	90	15
☐	55	Mist	Ice	—	—	30
☐	66	Psychic	Psychic	90	100	10
☐	77	Amnesia	Psychic	—	—	20
☐	88	Recover	Normal	—	—	20
☐	99	Safeguard	Normal	—	—	25

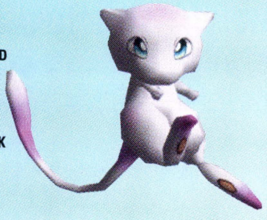
R/B/Y MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Confusion	Psychic	50	100	25
☐	S	Disable	Normal	—	55	20
☐	S	Swift	Normal	60	—	20
☐	63	Barrier	Psychic	—	—	30
☐	66	Psychic	Psychic	90	100	10
☐	70	Recover	Normal	—	—	20
☐	75	Mist	Ice	—	—	30
☐	81	Amnesia	Psychic	—	—	20

#151 MEW™

PSYCHIC





STRONG AGAINST FT PS
WEAK AGAINST B DK GH

GOLD AND SILVER MOVES LIST

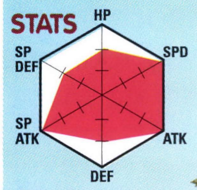
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Pound	Normal	40	100	35
☐	10	Transform	Normal	—	—	10
☐	20	Mega Punch	Normal	80	85	20
☐	30	Metronome	Normal	—	—	10
☐	40	Psychic	Psychic	90	100	10
☐	50	Ancientpower	Rock	60	100	5

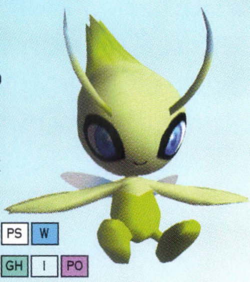
R/B/Y MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Pound	Normal	40	100	35
☐	10	Transform	Normal	—	—	10
☐	20	Mega Punch	Normal	80	85	20
☐	30	Metronome	Normal	—	—	10
☐	40	Psychic	Psychic	90	100	10

#251 CELEBI™

GRASS
PSYCHIC





STRONG AGAINST E FT GR GD PS W
WEAK AGAINST B DK FI FL GH I PO

GOLD AND SILVER MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Leech Seed	Grass	—	90	10
☐	S	Confusion	Psychic	50	100	25
☐	S	Recover	Normal	—	100	20
☐	S	Heal Bell	Normal	—	100	5
☐	10	Safeguard	Normal	—	100	25
☐	20	Ancientpower	Rock	60	100	5
☐	30	Future Sight	Psychic	80	90	15
☐	40	Baton Pass	Normal	—	100	40
☐	50	Perish Song	Normal	—	100	5

HOUNDOOM
L100 Nm ♀
HP:
331/331
MEWTWO
L100 Nm
HP:
391/391

Prepare to lose!

HOUNDOOM
L100 Nm ♀
HP:
42/331
HO-OH
L100 Nm
HP:
42/392

LUGIA
L100 SP
HP:
300/399
ARGLANCE
L100 Nm ♂
HP:
54/273

LUGIA has a NIGHTMARE!

MEWTWO
L100 Nm
HP:
413/413
BUFFET
L100 Nm ♂
HP:
525/525

TECHNICAL AND HIDDEN MACHINES

This chapter covers both the Technical Machines (TM) and Hidden Machines (HM) found in both **Pokémon Red**, **Blue**, and **Yellow** and **Pokémon Gold** and **Silver**. These machines teach Pokémon moves that they would not normally learn through experience. TMs are one-time-use only items that can be bought in stores and game corners and found throughout the Johto and Kanto regions of the Pokémon World. However, the best and strongest TMs are concealed in dungeons or given as rewards for good deeds. The best thing about TMs is that you can use them to customize your current Pokémon or its future generations (see "Pokémon Breeding"). The worst thing is that you can use them only once!

Hidden Machines (HM) are reusable. You can teach the move an HM contains to as many Pokémon as you like. However, once you've taught a Pokémon a move contained in an HM, it cannot unlearn it except with the help of the Move Deleter in Blackthorn City.

CAUTION

REMEMBER! MANY OF THE TMs FOUND IN **POKÉMON RED, BLUE,** AND **YELLOW** ARE DIFFERENT FROM THE ONES FOUND IN **POKÉMON GOLD** AND **SILVER!**

POKÉMON GOLD AND SILVER TM/HM CHART

The following chart shows which Pokémon can learn which TM/HMs in **Pokémon Gold** and **Silver**.

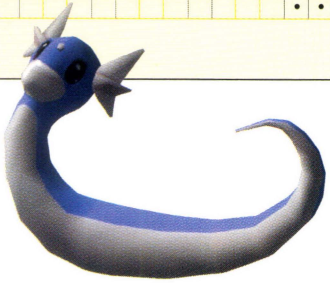
	001 Bulbasaur	002 Ivysaur	003 Venusaur	004 Charmander	005 Charmeleon	006 Charizard	007 Squirtle	008 Wartortle	009 Blastoise	010 Caterpie	011 Metapod	012 Butterfree	013 Weedle	014 Kakuna	015 Beedrill	016 Pidgey	017 Pidgeotto	018 Pidgeot	019 Rattata	020 Raticate	021 Spearow	022 Fearow	023 Ekans	024 Arbok	025 Pikachu	026 Raichu	027 Sandshrew	028 Sandslash	029 Nidoran♀	030 Nidorina	031 Nidoqueen	032 Nidoran♂	033 Nidorino	034 Nidoking	035 Clefairy	036 Clefable	037 Vulpix	038 Ninetales	039 Jigglypuff	040 Wigglytuff	041 Zubat	042 Golbat	043 Oddish	044 Gloom	045 Vileplume	046 Paras	047 Parasect	048 Venonat	049 Venomoth	050 Diglett
TM01-Dynamicpunch				•	•	•	•	•	•																•	•	•	•			•			•	•	•			•	•										
TM02-Headbutt	•	•	•	•	•	•	•	•	•										•	•			•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•										
TM03-Curse	•	•	•	•	•	•	•	•	•			•			•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•
TM04-Rollout							•	•	•																•	•	•	•							•	•			•	•										
TM05-Roar			•			•			•											•											•			•				•												
TM06-Toxic	•	•	•	•	•	•	•	•	•			•			•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•
TM07-Zap Cannon*																									•	•									•	•			•	•										
TM08-Rock Smash				•	•	•	•	•	•										•	•							•	•		•	•		•	•												•	•			•
TM09-Psych Up																																			•	•			•	•										
TM10-Hidden Power	•	•	•	•	•	•	•	•	•			•			•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•
TM11-Sunny Day*	•	•	•	•	•	•						•			•	•	•	•	•	•	•	•	•	•			•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•
TM12-Sweet Scent	•	•	•									•			•																												•	•	•	•	•	•	•	
TM13-Snore	•	•	•	•	•	•	•	•	•			•			•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•
TM14-Blizzard*							•	•	•										•	•									•	•	•	•	•	•	•	•			•	•										
TM15-Hyper Beam			•			•			•			•			•			•		•		•		•		•		•			•			•		•		•		•		•			•		•		•	
TM16-Icy Wind*							•	•	•										•	•											•			•																
TM17-Protect	•	•	•	•	•	•	•	•	•			•			•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•
TM18-Rain Dance*							•	•	•																•	•			•	•	•	•	•	•	•	•			•	•										
TM19-Giga Drain*	•	•	•									•			•								•	•																	•	•	•	•	•	•	•	•	•	
TM20-Endure	•	•	•	•	•	•	•	•	•			•			•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•
TM21-Frustration	•	•	•	•	•	•	•	•	•			•			•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•
TM22-Solarbeam*	•	•	•									•																							•	•			•	•			•	•	•	•	•	•	•	
TM23-Iron Tail				•	•	•	•	•	•										•	•					•	•	•	•	•	•	•	•	•	•	•	•	•	•												
TM24-Dragonbreath*				•	•	•																																												
TM25-Thunder*																			•	•					•	•			•	•	•	•	•	•	•	•			•	•										
TM26-Earthquake						•			•														•	•			•	•			•			•																•
TM27-Return	•	•	•	•	•	•	•	•	•			•			•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•
TM28-Dig				•	•	•	•	•	•										•	•			•	•			•	•									•	•								•	•			•
TM29-Psychic*												•																							•	•			•	•								•	•	
TM30-Shadow Ball																			•	•											•			•	•	•			•	•										
TM31-Mud-Slap	•	•	•	•	•	•	•	•	•							•	•	•	•	•	•	•			•	•	•	•	•	•	•	•	•	•	•	•			•	•										•
TM32-Double Team	•	•	•	•	•	•	•	•	•			•			•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•
TM33-Ice Punch*							•	•	•																						•			•	•	•			•	•										
TM34-Swagger	•	•	•	•	•	•	•	•	•			•			•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•
TM35-Sleep Talk	•	•	•	•	•	•	•	•	•			•			•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•
TM36-Sludge Bomb															•								•	•																			•	•	•	•	•	•	•	•
TM37-Sandstorm						•																					•	•			•			•																
TM38-Fire Blast*				•	•	•																									•			•	•	•	•	•	•	•										
TM39-Swift				•	•	•						•			•	•	•	•	•	•	•	•			•	•	•	•									•	•			•	•							•	
TM40-Defense Curl	•	•	•	•	•	•	•	•	•										•	•					•	•	•	•	•	•	•	•	•	•	•	•			•	•										
TM41-Thunderpunch*																									•	•					•			•	•	•			•	•										
TM42-Dream Eater*																																			•	•			•	•										
TM43-Detect																•	•	•			•	•			•	•	•	•	•	•	•	•	•	•	•	•			•	•	•	•								
TM44-Rest*	•	•	•	•	•	•	•	•	•			•			•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•
TM45-Attract	•	•	•	•	•	•	•	•	•			•			•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•
TM46-Thief*																•	•	•	•	•	•	•	•	•		•	•	•	•	•	•	•	•	•							•	•				•	•	•	•	•
TM47-Steel Wing						•										•	•	•			•	•																			•	•								
TM48-Fire Punch*				•	•	•																									•			•	•	•			•	•										
TM49-Fury Cutter	•	•	•	•	•	•									•												•	•			•			•												•	•			
TM50-Nightmare												•																							•	•			•	•										
HM01-Cut	•	•	•	•	•	•									•					•							•	•															•	•	•	•	•			•
HM02-Fly						•										•	•	•			•	•																											
HM03-Surf*							•	•	•																						•			•																
HM04-Strength				•	•	•	•	•	•											•			•	•	•	•	•	•		•	•		•	•	•	•			•	•										
HM05-Flash	•	•	•									•													•	•									•	•			•	•			•	•	•	•	•		•	
HM06-Whirlpool*							•	•	•																																									
HM07-Waterfall*							•	•	•																																									

An asterisk (*) indicates that the move is a Special Attack versus a Physical Attack.

POKÉMON GOLD AND SILVER TM/HM CHART (CONTINUED)

	051 Dugtrio	052 Meowth	053 Persian	054 Psyduck	055 Golduck	056 Mankey	057 Primeape	058 Growlithe	059 Arcanine	060 Poliwag	061 Poliwhirl	062 Poliwrath	063 Abra	064 Kadabra	065 Alakazam	066 Machop	067 Machoke	068 Machamp	069 Bellsprout	070 Weepinbell	071 Victreebel	072 Tentacool	073 Tentacruel	074 Geodude	075 Graveler	076 Golem	077 Ponyta	078 Rapidash	079 Slowpoke	080 Slowbro	081 Magnemite	082 Magneton	083 Farfetch'd	084 Doduo	085 Dodrio	086 Seel	087 Dewgong	088 Grimer	089 Muk	090 Shellder	091 Cloyster	092 Gastly	093 Haunter	094 Gengar	095 Onix	096 Drowzee	097 Hypno	098 Krabby	099 Kingler	100 Voltorb
TM01-Dynamicpunch				•	•	•	•					•	•	•	•	•	•	•						•	•	•				•								•	•					•		•	•			
TM02-Headbutt		•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•						•	•	•	•	•	•	•			•			•	•							•	•	•	•			•
TM03-Curse	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•
TM04-Rollout																								•	•	•					•	•																		•
TM05-Roar			•					•	•																	•																			•					
TM06-Toxic	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•
TM07-Zap Cannon*		•	•										•	•	•														•	•	•	•						•	•			•	•	•		•	•			•
TM08-Rock Smash	•			•	•	•	•	•	•		•	•				•	•	•						•	•	•				•														•	•			•	•	
TM09-Psych Up		•	•	•	•	•	•						•	•	•														•	•			•									•	•	•		•	•			
TM10-Hidden Power	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•
TM11-Sunny Day*	•	•	•			•	•	•	•				•	•	•	•	•	•	•	•	•			•	•	•	•	•	•	•			•	•	•			•	•			•	•	•	•	•	•			
TM12-Sweet Scent																			•	•	•																													
TM13-Snore	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•
TM14-Blizzard*				•	•					•	•	•										•	•						•	•						•	•			•	•							•	•	
TM15-Hyper Beam	•		•		•		•		•			•			•			•			•		•			•		•		•		•			•		•				•			•			•		•	
TM16-Icy Wind*		•	•	•	•					•	•	•										•	•						•	•						•	•			•	•							•	•	
TM17-Protect	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•
TM18-Rain Dance*				•	•					•	•	•	•	•	•							•	•						•	•	•	•				•	•			•	•	•	•	•		•	•	•	•	•
TM19-Giga Drain*																			•	•	•	•	•															•	•			•	•	•						
TM20-Endure	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•
TM21-Frustration	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•
TM22-Solarbeam*																			•	•	•																													
TM23-Iron Tail		•	•	•	•	•	•	•	•																		•	•	•	•			•												•					
TM24-Dragonbreath*								•	•																																									
TM25-Thunder*		•	•			•	•																								•	•						•	•			•	•	•						•
TM26-Earthquake	•										•	•				•	•	•						•	•	•			•	•															•					
TM27-Return	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•
TM28-Dig	•			•	•	•	•	•	•					•	•	•	•	•						•	•	•			•	•															•					
TM29-Psychic*										•	•	•	•	•	•														•	•												•	•	•		•	•			
TM30-Shadow Ball		•	•										•	•	•														•	•												•	•	•		•	•			
TM31-Mud-Slap	•	•	•	•	•	•	•				•	•				•	•	•						•	•	•			•	•			•	•	•			•	•						•			•	•	
TM32-Double Team	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•
TM33-Ice Punch*				•	•	•	•				•	•	•	•	•	•	•	•												•								•	•					•		•	•			
TM34-Swagger	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•
TM35-Sleep Talk	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•
TM36-Sludge Bomb	•																		•	•	•	•	•															•	•											
TM37-Sandstorm																								•	•	•																			•					
TM38-Fire Blast*								•	•							•	•	•						•	•	•	•	•	•	•								•	•											
TM39-Swift		•	•	•	•	•	•	•	•																		•	•	•	•	•	•	•	•	•					•	•									•
TM40-Defense Curl		•	•			•	•			•	•	•												•	•	•																								
TM41-Thunderpunch*						•	•						•	•	•	•	•	•																				•	•					•		•	•			
TM42-Dream Eater*		•	•										•	•	•														•	•												•	•	•		•	•			
TM43-Detect		•	•			•	•				•	•				•	•	•															•																	
TM44-Rest*	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•
TM45-Attract	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•			•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	
TM46-Thief*	•	•	•			•	•			•	•	•	•	•	•	•	•	•															•	•	•			•	•			•	•	•				•	•	
TM47-Steel Wing																																	•	•	•															
TM48-Fire Punch*						•	•						•	•	•	•	•	•						•	•	•												•	•					•		•	•			
TM49-Fury Cutter					•																					•				•																		•	•	
TM50-Nightmare		•	•										•	•	•														•	•												•	•	•		•	•			
HM01-Cut	•																		•	•	•	•	•										•															•	•	
HM02-Fly																																	•	•	•															
HM03-Surf*				•	•					•	•	•										•	•						•	•						•	•			•	•							•	•	
HM04-Strength				•	•	•	•				•	•				•	•	•						•	•	•			•	•														•	•			•	•	
HM05-Flash				•	•								•	•	•				•	•	•								•	•	•	•														•	•			•
HM06-Whirlpool*				•	•					•	•	•										•	•													•	•			•	•									
HM07-Waterfall*				•	•					•	•	•																								•	•													

An asterisk (*) indicates that the move is a Special Attack versus a Physical Attack.



POKÉMON GOLD AND SILVER TM/HM CHART (CONTINUED)

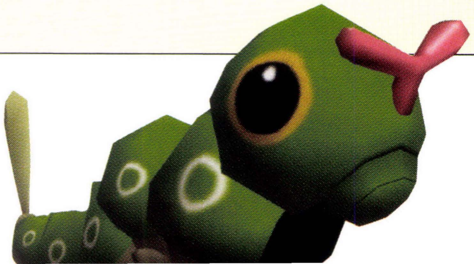
	101 Electrode	102 Exeggcute	103 Exeggutor	104 Cubone	105 Marowak	106 Hitmonlee	107 Hitmonchan	108 Lickitung	109 Koffing	110 Weezing	111 Rhyhorn	112 Rhydon	113 Chansey	114 Tangela	115 Kangaskhan	116 Horsea	117 Seadra	118 Goldeen	119 Seaking	120 Staryu	121 Starmie	122 Mr. Mime	123 Scyther	124 Jynx	125 Electabuzz	126 Magmar	127 Pinsir	128 Tauros	129 Magikarp	130 Gyarados	131 Lapras	132 Ditto	133 Eevee	134 Vaporeon	135 Jolteon	136 Flareon	137 Porygon	138 Omanyte	139 Omastar	140 Kabuto	141 Kabutops	142 Aerodactyl	143 Snorlax	144 Articuno	145 Zapdos	146 Moltres	147 Dratini	148 Dragonair	149 Dragonite	150 Mewtwo
TM01-Dynamicpunch				•	•	•	•	•				•	•		•							•		•	•	•																	•						•	•
TM02-Headbutt	•		•	•	•	•	•	•			•	•	•	•	•	•	•					•	•	•	•	•	•	•		•	•		•	•	•	•		•	•		•	•	•				•	•	•	•
TM03-Curse	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•		•	•		•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•
TM04-Rollout	•	•	•					•	•	•	•	•	•																									•	•	•	•		•							
TM05-Roar											•	•			•															•				•	•	•						•		•	•	•				
TM06-Toxic	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•		•	•		•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•
TM07-Zap Cannon*	•								•	•	•	•	•		•					•	•	•			•			•		•	•				•	•	•						•		•		•	•	•	•
TM08-Rock Smash				•	•	•	•	•			•	•	•		•								•		•	•	•	•		•	•							•	•	•	•	•	•	•	•	•			•	•
TM09-Psych Up		•	•					•					•	•						•	•	•		•													•						•							•
TM10-Hidden Power	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•		•	•		•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•
TM11-Sunny Day*		•	•	•	•	•	•	•	•	•	•	•	•	•	•							•	•			•	•	•					•	•	•	•	•						•	•	•	•				•
TM12-Sweet Scent														•										•																										
TM13-Snore	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•		•	•		•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•
TM14-Blizzard*				•	•			•			•	•	•		•	•	•	•	•	•	•			•				•		•	•			•			•	•	•	•	•	•	•	•			•	•	•	•
TM15-Hyper Beam	•		•		•			•		•		•	•	•	•		•		•		•	•	•	•	•	•	•	•		•	•			•	•	•	•		•		•	•	•	•	•	•			•	•
TM16-Icy Wind*				•	•			•			•	•	•		•	•	•	•	•	•	•			•				•		•	•			•			•	•	•	•	•		•	•			•	•	•	•
TM17-Protect	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•		•	•		•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•
TM18-Rain Dance*	•							•					•		•	•	•	•	•	•	•			•	•					•	•		•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•
TM19-Giga Drain*		•	•											•																										•	•									
TM20-Endure	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•		•	•		•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•
TM21-Frustration	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•		•	•		•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•
TM22-Solarbeam*		•	•										•	•								•																					•							•
TM23-Iron Tail				•	•			•			•	•	•		•										•	•		•			•		•	•	•	•	•					•					•	•	•	•
TM24-Dragonbreath*																•	•													•	•											•					•	•	•	
TM25-Thunder*	•							•	•	•	•	•	•		•					•	•	•			•			•		•	•				•		•						•		•		•	•	•	•
TM26-Earthquake				•	•			•			•	•			•													•														•	•							
TM27-Return	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•		•	•		•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•
TM28-Dig				•	•						•	•																																						
TM29-Psychic*		•	•										•							•	•	•		•	•	•					•						•						•							•
TM30-Shadow Ball								•					•		•							•		•									•	•	•	•							•							•
TM31-Mud-Slap				•	•	•	•	•			•	•	•		•							•		•	•	•							•	•	•	•							•	•	•	•			•	•
TM32-Double Team	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•		•	•		•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•
TM33-Ice Punch*							•	•							•							•		•	•																		•						•	•
TM34-Swagger	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•		•	•		•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•
TM35-Sleep Talk	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•		•	•		•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•
TM36-Sludge Bomb		•	•						•	•				•																																				
TM37-Sandstorm				•	•			•			•	•	•		•															•								•	•	•	•	•	•	•	•	•			•	
TM38-Fire Blast*				•	•			•	•	•	•	•	•		•											•		•		•						•						•	•			•	•	•	•	•
TM39-Swift	•					•	•									•	•	•	•	•	•		•		•								•	•	•	•	•					•		•	•	•	•	•	•	•
TM40-Defense Curl								•					•																														•							
TM41-Thunderpunch*				•	•		•	•				•			•							•			•	•																	•						•	•
TM42-Dream Eater*		•	•					•					•								•	•		•							•						•													•
TM43-Detect				•	•	•	•																•		•	•							•	•	•	•						•		•	•	•	•	•	•	•
TM44-Rest*	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•		•	•		•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•
TM45-Attract		•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•		•	•		•	•	•	•		•	•	•	•	•	•				•	•	•	
TM46-Thief*		•	•	•	•	•	•	•	•	•				•								•	•	•	•	•	•										•	•	•	•	•									
TM47-Steel Wing																							•																			•		•	•	•			•	
TM48-Fire Punch*				•	•		•	•				•			•							•			•	•																	•						•	•
TM49-Fury Cutter												•			•								•				•														•								•	
TM50-Nightmare		•	•					•													•	•		•							•						•													•
HM01-Cut								•						•									•				•														•									
HM02-Fly																																										•		•	•	•			•	
HM03-Surf*								•				•			•	•	•	•	•	•	•							•		•	•			•				•	•		•		•				•	•	•	
HM04-Strength		•	•	•	•	•	•	•			•	•	•		•										•	•	•	•		•	•												•						•	•
HM05-Flash	•	•	•										•	•						•	•	•			•										•		•								•					•
HM06-Whirlpool*																•	•			•	•									•	•			•				•	•		•								•	
HM07-Waterfall*																•	•	•	•	•	•									•				•													•	•	•	

An asterisk (*) indicates that the move is a Special Attack versus a Physical Attack.

POKÉMON GOLD AND SILVER TM/HM CHART (CONTINUED)

	151 Mew	152 Chikorita	153 Bayleef	154 Meganium	155 Cyndaquil	156 Quilava	157 Typhlosion	158 Totodile	159 Croconaw	160 Feraligatr	161 Sentret	162 Furret	163 Hoothoot	164 Noctowl	165 Ledyba	166 Ledian	167 Spinarak	168 Ariados	169 Crobat	170 Chinchou	171 Lanturn	172 Pichu	173 Cleffa	174 Igglybuff	175 Togepi	176 Togetic	177 Natu	178 Xatu	179 Mareep	180 Flaaffy	181 Ampharos	182 Bellossom	183 Marill	184 Azumarill	185 Sudowoodo	186 Politoed	187 Hoppip	188 Skiploom	189 Jumpluff	190 Aipom	191 Sunkern	192 Sunflora	193 Yanma	194 Wooper	195 Quagsire	196 Espeon	197 Umbreon	198 Murkrow	199 Slowking	200 Misdreavus
TM01-Dynamicpunch	•						•	•	•	•	•	•			•	•														•	•		•	•	•	•				•				•	•				•	
TM02-Headbutt	•	•	•	•	•	•	•	•	•	•	•	•			•	•						•	•	•	•	•			•	•	•		•	•	•	•	•	•	•	•			•	•	•	•	•		•	•
TM03-Curse	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•
TM04-Rollout	•				•	•	•				•	•			•	•						•	•	•	•	•							•	•	•									•	•					
TM05-Roar	•					•	•		•	•																																								
TM06-Toxic	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•
TM07-Zap Cannon*	•																			•	•	•	•	•	•	•			•	•	•									•						•	•		•	•
TM08-Rock Smash	•		•	•		•	•		•	•															•	•				•	•			•	•	•				•				•	•				•	
TM09-Psych Up	•																						•	•	•	•	•	•							•											•	•	•	•	•
TM10-Hidden Power	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•
TM11-Sunny Day*	•	•	•	•	•	•	•					•	•	•	•	•	•	•	•				•	•	•	•	•	•				•			•		•	•	•	•	•	•	•			•	•	•	•	•
TM12-Sweet Scent	•	•	•	•											•	•																•					•	•	•		•	•								
TM13-Snore	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•
TM14-Blizzard*	•							•	•	•																							•	•		•													•	
TM15-Hyper Beam	•			•			•			•		•		•		•		•	•		•					•		•			•	•		•		•			•			•			•	•	•		•	
TM16-Icy Wind*	•							•	•	•													•	•									•	•		•												•	•	
TM17-Protect	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•
TM18-Rain Dance*	•							•	•	•										•	•	•	•	•	•	•			•	•	•		•	•		•								•	•	•	•		•	•
TM19-Giga Drain*	•	•	•	•											•	•	•	•	•								•	•				•					•	•	•		•	•	•							
TM20-Endure	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•
TM21-Frustration	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•
TM22-Solarbeam*	•	•	•	•											•	•	•	•					•	•	•	•	•	•				•					•	•	•		•	•	•							
TM23-Iron Tail	•	•	•	•	•	•	•	•	•	•	•	•										•	•						•	•	•		•	•						•				•	•	•	•		•	
TM24-Dragonbreath*	•																																																	
TM25-Thunder*	•																				•	•							•	•	•									•										•
TM26-Earthquake	•			•			•			•																									•	•								•	•				•	
TM27-Return	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•
TM28-Dig	•				•	•	•	•	•	•	•	•			•	•	•	•																	•									•	•				•	
TM29-Psychic*	•																•	•					•	•	•	•	•	•								•										•	•		•	•
TM30-Shadow Ball	•										•	•											•	•	•	•														•						•	•	•	•	•
TM31-Mud-Slap	•	•	•	•	•	•	•	•	•	•	•	•	•	•								•	•	•	•	•							•	•	•	•				•				•	•	•	•	•	•	
TM32-Double Team	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•
TM33-Ice Punch*	•							•	•	•	•	•			•	•																	•	•	•	•				•				•	•				•	
TM34-Swagger	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•
TM35-Sleep Talk	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•
TM36-Sludge Bomb	•																•	•																							•	•		•	•					
TM37-Sandstorm	•																																		•									•	•					
TM38-Fire Blast*	•				•	•	•																•	•	•	•																							•	
TM39-Swift	•				•	•	•				•	•	•	•	•	•			•			•			•	•	•	•	•	•	•		•	•						•			•			•	•	•	•	•
TM40-Defense Curl	•				•	•	•				•	•										•	•	•	•	•			•	•	•		•	•	•	•	•	•	•	•				•	•					•
TM41-Thunderpunch*	•						•				•	•			•	•														•	•				•					•										
TM42-Dream Eater*	•												•	•									•	•	•	•	•	•												•						•	•	•	•	•
TM43-Detect	•	•	•	•	•	•	•	•	•	•	•	•	•	•					•			•	•	•	•	•	•	•								•				•			•			•	•	•		
TM44-Rest*	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•
TM45-Attract	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•
TM46-Thief*	•										•	•	•	•	•	•	•	•	•								•	•							•	•				•			•					•		•
TM47-Steel Wing	•												•	•					•							•																						•		
TM48-Fire Punch*	•						•				•	•																		•	•				•					•										
TM49-Fury Cutter	•		•	•		•	•		•	•	•	•																												•									•	
TM50-Nightmare	•												•	•									•	•			•	•												•						•	•	•	•	•
HM01-Cut	•	•	•	•	•	•	•	•	•	•	•	•																												•	•	•				•	•			
HM02-Fly	•												•	•					•							•		•																				•		
HM03-Surf*	•							•	•	•	•	•								•	•												•	•		•								•	•				•	
HM04-Strength	•		•	•		•	•		•	•		•																		•	•			•	•	•				•					•				•	
HM05-Flash	•	•	•	•									•	•	•	•	•	•		•	•	•	•	•	•	•	•	•	•	•	•	•					•	•	•		•	•	•	•	•	•	•		•	•
HM06-Whirlpool*	•							•	•	•										•	•												•	•		•								•	•				•	
HM07-Waterfall*	•																			•	•												•	•		•														

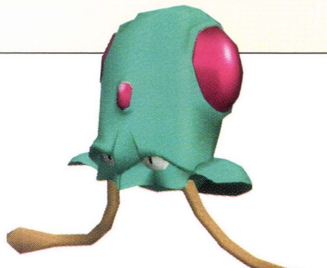
An asterisk (*) indicates that the move is a Special Attack versus a Physical Attack.



POKÉMON GOLD AND SILVER TM/HM CHART (CONTINUED)

	201 Unown	202 Wobbuffet	203 Girafarig	204 Pineco	205 Forretress	206 Dunsparce	207 Gligar	208 Steelix	209 Snubbull	210 Granbull	211 Qwilfish	212 Scizor	213 Shuckle	214 Heracross	215 Sneasel	216 Teddiursa	217 Ursaring	218 Slugma	219 Magcargo	220 Swinub	221 Piloswine	222 Corsola	223 Remoraid	224 Octillery	225 Delibird	226 Mantine	227 Skarmory	228 Houndour	229 Houndoom	230 Kingdra	231 Phanpy	232 Donphan	233 Porygon2	234 Stantler	235 Smeargle	236 Tyrogue	237 Hitmontop	238 Smoochum	239 Elekid	240 Magby	241 Miltank	242 Blissey	243 Raikou	244 Entei	245 Suicune	246 Larvitar	247 Pupitar	248 Tyranitar	249 Lugia	250 Ho-oh	251 Celebi
TM01-Dynamicpunch									•	•					•	•	•																					•	•	•	•	•						•			•
TM02-Headbutt			•	•	•	•	•	•	•	•	•	•	•	•	•	•	•			•	•	•			•	•		•	•	•	•	•		•		•	•		•	•	•	•	•	•	•	•	•	•	•		•
TM03-Curse			•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•		•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•
TM04-Rollout				•	•	•		•			•		•			•	•	•	•			•									•	•									•	•									•
TM05-Roar								•	•	•						•	•			•	•							•	•		•	•		•									•	•	•			•	•	•	•
TM06-Toxic			•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•		•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•
TM07-Zap Cannon*			•			•			•	•						•	•																•						•		•	•	•						•	•	•
TM08-Rock Smash			•	•	•	•	•	•	•	•		•	•	•	•	•	•	•	•	•	•	•						•	•		•	•				•	•				•	•	•	•	•			•	•	•	•
TM09-Psych Up			•			•									•																		•	•				•			•		•	•	•				•	•	•
TM10-Hidden Power			•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•		•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•
TM11-Sunny Day*			•	•	•	•	•	•	•	•		•	•	•		•	•	•	•			•					•	•	•		•	•	•	•		•	•			•	•	•	•	•	•	•	•	•	•	•	•
TM12-Sweet Scent				•	•																																	•			•										•
TM13-Snore			•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•		•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•
TM14-Blizzard*											•				•					•	•				•	•				•			•					•			•	•			•				•		•
TM15-Hyper Beam					•			•		•		•					•		•		•		•	•					•	•		•	•								•	•	•	•	•	•	•	•	•	•	•
TM16-Icy Wind*											•				•					•	•				•	•				•			•					•			•	•			•				•		•
TM17-Protect			•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•		•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•
TM18-Rain Dance*						•			•	•	•				•					•	•	•	•	•	•	•				•			•	•				•	•		•	•	•	•	•	•	•	•	•	•	•
TM19-Giga Drain*				•	•																																												•	•	•
TM20-Endure			•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•		•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•
TM21-Frustration			•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•		•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•
TM22-Solarbeam*				•	•	•																						•	•													•		•						•	•
TM23-Iron Tail			•			•	•	•							•													•	•				•							•	•		•	•	•			•	•		•
TM24-Dragonbreath*								•																						•																		•	•	•	•
TM25-Thunder*			•			•			•	•																							•						•		•	•	•						•	•	•
TM26-Earthquake			•					•					•	•		•	•		•	•	•	•									•	•		•							•					•	•	•	•	•	•
TM27-Return			•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•		•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•
TM28-Dig						•		•					•		•	•	•																				•						•	•	•	•	•	•			•
TM29-Psychic*			•																			•											•	•				•	•	•		•							•	•	•
TM30-Shadow Ball			•						•	•					•													•	•									•			•	•							•	•	•
TM31-Mud-Slap			•			•		•	•	•			•		•	•	•	•	•	•	•	•	•	•	•	•	•	•	•		•	•		•		•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•
TM32-Double Team			•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•		•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•
TM33-Ice Punch*									•	•					•	•	•																					•	•		•										•
TM34-Swagger			•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•		•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•
TM35-Sleep Talk			•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•		•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•
TM36-Sludge Bomb							•		•	•	•		•															•	•																						•
TM37-Sandstorm					•		•	•				•	•									•					•				•	•									•	•	•	•	•	•	•	•	•	•	•
TM38-Fire Blast*																		•	•									•	•											•		•		•				•		•	•
TM39-Swift			•				•				•	•			•	•	•						•	•	•	•	•	•	•	•			•	•		•	•		•				•	•	•				•	•	•
TM40-Defense Curl				•	•	•		•	•	•	•		•		•	•	•	•	•	•	•	•	•	•							•	•	•								•	•									•
TM41-Thunderpunch*									•	•						•	•																						•	•	•										•
TM42-Dream Eater*			•			•									•													•	•				•	•				•				•							•	•	•
TM43-Detect							•		•	•		•		•	•					•	•				•		•	•	•					•			•		•	•			•	•	•	•	•	•	•	•	•
TM44-Rest*			•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•		•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•
TM45-Attract			•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•		•		•	•	•	•	•	•	•				•	•	•			•
TM46-Thief*			•			•	•		•	•		•		•	•	•	•						•	•	•		•	•	•				•	•		•	•	•	•	•											•
TM47-Steel Wing												•															•																						•	•	•
TM48-Fire Punch*									•	•						•	•																						•	•	•							•			•
TM49-Fury Cutter							•					•		•	•	•	•																															•			•
TM50-Nightmare			•			•									•													•	•				•	•				•										•	•	•	•
HM01-Cut							•	•				•		•	•	•	•										•																•	•	•			•			•
HM02-Fly																									•		•																						•	•	•
HM03-Surf*											•				•							•	•	•		•				•											•				•			•	•		•
HM04-Strength			•	•	•	•	•	•	•	•		•	•	•	•	•	•		•	•	•	•							•		•	•				•	•				•	•	•	•				•	•	•	•
HM05-Flash													•																				•	•					•			•	•	•						•	•
HM06-Whirlpool*											•											•	•	•		•				•															•				•		•
HM07-Waterfall*											•															•				•															•				•		•

An asterisk (*) indicates that the move is a Special Attack versus a Physical Attack.



POKÉMON RED, BLUE, AND YELLOW TM/HM CHART

The following chart shows which Pokémon can learn which TM/HMs in **Pokémon Red, Blue,** and **Yellow**.

	001 Bulbasaur	002 Ivysaur	003 Venusaur	004 Charmander	005 Charmeleon	006 Charizard	007 Squirtle	008 Wartortle	009 Blastoise	010 Caterpie	011 Metapod	012 Butterfree	013 Weedle	014 Kakuna	015 Beedrill	016 Pidgey	017 Pidgeotto	018 Pidgeot	019 Rattata	020 Raticate	021 Spearow	022 Fearow	023 Ekans	024 Arbok	025 Pikachu	026 Raichu	027 Sandshrew	028 Sandslash	029 Nidoran♀	030 Nidorina	031 Nidoqueen	032 Nidoran♂	033 Nidorino	034 Nidoking	035 Clefairy	036 Clefable	037 Vulpix	038 Ninetales	039 Jigglypuff	040 Wigglytuff	041 Zubat	042 Golbat	043 Oddish	044 Gloom	045 Vileplume	046 Paras	047 Parasect	048 Venonat	049 Venomoth	050 Diglett
TM01-Mega Punch				•	•	•	•	•	•																•	•					•			•	•	•			•	•										
TM02-Razor Wind												•				•	•	•			•	•																			•	•						•	•	
TM03-Swords Dance	•	•	•	•	•	•									•												•	•															•	•	•	•	•			
TM04-Whirlwind												•				•	•	•			•	•																			•	•						•	•	
TM05-Mega Kick				•	•	•	•	•	•																•	•					•			•	•	•			•	•										
TM06-Toxic	•	•	•	•	•	•	•	•	•			•			•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•
TM07-Horn Drill																														•	•	•	•	•																
TM08-Body Slam	•	•	•	•	•	•	•	•	•										•	•			•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•					•	•	•			•
TM09-Take Down	•	•	•	•	•	•	•	•	•			•			•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•
TM10-Double-Edge	•	•	•	•	•	•	•	•	•			•			•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•
TM11-Bubblebeam							•	•	•										•	•										•	•		•	•	•	•			•	•										
TM12-Water Gun							•	•	•										•	•										•	•		•	•	•	•			•	•										
TM13-Ice Beam							•	•	•											•										•	•		•	•	•	•			•	•										
TM14-Blizzard							•	•	•										•	•									•	•	•	•	•	•	•	•			•	•										
TM15-Hyper Beam			•			•			•			•			•			•		•		•		•		•		•			•			•		•		•		•		•			•		•	•	•	•
TM16-Pay Day																									•	•					•			•															
TM17-Submission				•	•	•	•	•	•																•	•	•	•			•			•	•	•			•	•										
TM18-Counter				•	•	•	•	•	•																						•			•	•	•			•	•										
TM19-Seismic Toss				•	•	•	•	•	•																•	•	•	•			•			•	•	•			•	•										
TM20-Rage	•	•	•	•	•	•	•	•	•			•			•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•
TM21-Mega Drain	•	•	•									•			•								•	•																	•	•	•	•	•	•	•	•	•	
TM22-Solarbeam	•	•	•									•																							•	•			•	•			•	•	•	•	•	•	•	
TM23-Dragon Rage				•	•	•																																												
TM24-Thunderbolt																			•	•					•	•			•	•	•	•	•	•	•	•			•	•										
TM25-Thunder																			•	•					•	•			•	•	•	•	•	•	•	•			•	•										
TM26-Earthquake						•			•														•	•			•	•			•			•																•
TM27-Fissure						•			•														•	•			•	•			•			•																•
TM28-Dig				•	•	•	•	•	•										•	•			•	•			•	•									•	•								•	•			•
TM29-Psychic												•																							•	•			•	•								•	•	
TM30-Teleport												•																							•	•			•	•								•*	•*	
TM31-Mimic	•	•	•	•	•	•	•	•	•			•			•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•
TM32-Double Team	•	•	•	•	•	•	•	•	•			•			•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•
TM33-Reflect	•	•	•	•	•	•	•	•	•			•			•	•	•	•							•	•			•	•	•	•	•	•	•	•	•	•	•	•			•	•	•	•	•	•	•	
TM34-Bide	•	•	•	•	•	•	•	•	•			•			•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•
TM35-Metronome																																			•	•														
TM36-Selfdestruct																																																		
TM37-Egg Bomb																																																		
TM38-Fire Blast				•	•	•																									•			•	•	•	•	•	•	•										
TM39-Swift				•	•	•						•			•	•	•	•	•	•	•	•			•	•	•	•									•	•			•	•						•*	•*	
TM40-Skull Bash				•	•	•	•	•	•						•				•	•			•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•						•	•			
TM41-Softboiled																																																		
TM42-Dream Eater																																																		
TM43-Sky Attack																•	•	•			•	•																												
TM44-Rest	•	•	•	•	•	•	•	•	•			•			•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•
TM45-Thunder Wave																									•	•									•	•			•	•										
TM46-Psywave												•																							•	•			•	•								•	•	
TM47-Explosion																																																		
TM48-Rock Slide																							•	•			•	•			•			•																•
TM49-Tri Attack																																			•	•			•	•										
TM50-Substitute	•	•	•	•	•	•	•	•	•			•			•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•
HM01-Cut	•	•	•	•	•	•									•												•	•															•	•	•	•	•			•*
HM02-Fly						•*										•	•	•			•	•																												
HM03-Surf							•	•	•																						•			•																
HM04-Strength				•	•	•	•	•	•			•*											•	•			•	•			•			•	•	•			•	•								•*	•*	
HM05-Flash																									•	•									•	•			•	•										

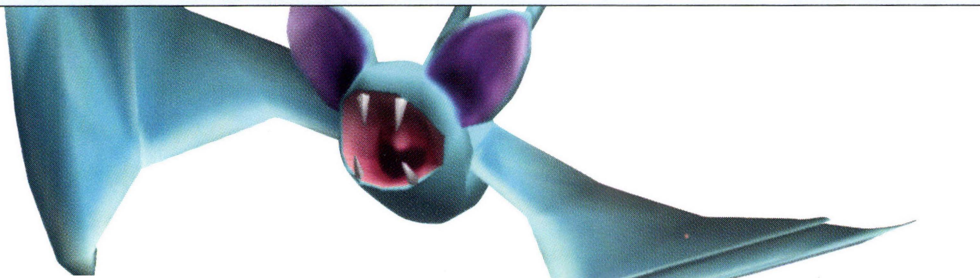
An asterisk (*) indicates that the move can only be learned by the corresponding Pokémon in *Pokémon Yellow*.

POKÉMON RED, BLUE, AND YELLOW TM/HM CHART (CONTINUED)

	051 Dugtrio	052 Meowth	053 Persian	054 Psyduck	055 Golduck	056 Mankey	057 Primeape	058 Growlithe	059 Arcanine	060 Poliwag	061 Poliwhirl	062 Poliwrath	063 Abra	064 Kadabra	065 Alakazam	066 Machop	067 Machoke	068 Machamp	069 Bellsprout	070 Weepinbell	071 Victreebel	072 Tentacool	073 Tentacruel	074 Geodude	075 Graveler
TM01-Mega Punch				•	•	•	•				•	•	•	•	•	•	•	•						•	•
TM02-Razor Wind																									
TM03-Swords Dance																			•	•	•	•	•		
TM04-Whirlwind																									
TM05-Mega Kick				•	•	•	•				•	•	•	•	•	•	•	•							
TM06-Toxic	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•
TM07-Horn Drill																									
TM08-Body Slam	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•			•			•	•
TM09-Take Down	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•
TM10-Double-Edge	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•
TM11-Bubblebeam		•	•	•	•					•	•	•										•	•		
TM12-Water Gun		•	•	•	•					•	•	•										•	•		
TM13-Ice Beam				•	•					•	•	•										•	•		
TM14-Blizzard				•	•					•	•	•										•	•		
TM15-Hyper Beam	•		•		•		•		•			•			•			•			•		•		
TM16-Pay Day		•	•	•	•	•	•																		
TM17-Submission				•	•	•	•				•	•	•	•	•	•	•	•						•	•
TM18-Counter				•	•	•	•				•	•	•	•	•	•	•	•						•	•
TM19-Seismic Toss				•	•	•	•				•	•	•	•	•	•	•	•						•	•
TM20-Rage	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•
TM21-Mega Drain																			•	•	•	•	•		
TM22-Solarbeam																			•	•	•				
TM23-Dragon Rage								•	•																
TM24-Thunderbolt		•	•			•	•																		
TM25-Thunder		•	•			•	•																		
TM26-Earthquake	•										•	•				•	•	•						•	•
TM27-Fissure	•										•	•				•	•	•						•	•
TM28-Dig	•			•	•	•	•	•	•					•	•	•	•	•						•	•
TM29-Psychic										•	•	•	•	•	•										
TM30-Teleport									•				•	•	•										
TM31-Mimic	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•
TM32-Double Team	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•
TM33-Reflect								•	•				•	•	•				•	•	•	•	•		
TM34-Bide	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•
TM35-Metronome						•	•				•	•	•	•	•	•	•	•						•	•
TM36-Selfdestruct																								•	•
TM37-Egg Bomb																									
TM38-Fire Blast								•	•							•	•	•						•	•
TM39-Swift		•	•	•	•	•	•	•	•																
TM40-Skull Bash		•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•				•	•		
TM41-Softboiled																									
TM42-Dream Eater																									
TM43-Sky Attack																									
TM44-Rest	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•
TM45-Thunder Wave													•	•	•										
TM46-Psywave										•	•	•	•	•	•										
TM47-Explosion																								•	•
TM48-Rock Slide	•					•	•									•	•	•						•	•
TM49-Tri Attack													•	•	•										
TM50-Substitute	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•
HM01-Cut	•*																		•	•	•	•	•		
HM02-Fly																									
HM03-Surf				•	•					•	•	•										•	•		
HM04-Strength				•	•	•	•				•	•				•	•	•						•	•
HM05-Flash													•	•	•										

	076 Golem	077 Ponyta	078 Rapidash	079 Slowpoke	080 Slowbro	081 Magnemite	082 Magneton	083 Farfetch'd	084 Doduo	085 Dodrio	086 Seel	087 Dewgong	088 Grimer	089 Muk	090 Shellder	091 Cloyster	092 Gastly	093 Haunter	094 Gengar	095 Onix	096 Drowzee	097 Hypno	098 Krabby	099 Kingler	100 Voltorb
TM01-Mega Punch	•				•														•		•	•			
TM02-Razor Wind								•																	
TM03-Swords Dance								•															•	•	
TM04-Whirlwind								•	•	•															
TM05-Mega Kick	•																		•		•	•			
TM06-Toxic	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•
TM07-Horn Drill		•	•								•	•													
TM08-Body Slam	•	•	•	•	•			•	•	•	•	•	•	•					•	•	•	•	•	•	
TM09-Take Down	•	•	•	•	•	•	•	•	•	•	•	•			•	•			•	•	•	•	•	•	•
TM10-Double-Edge	•	•	•	•	•	•	•	•	•	•	•	•			•	•			•	•	•	•	•	•	
TM11-Bubblebeam				•	•						•	•			•	•							•	•	
TM12-Water Gun				•	•						•	•			•	•							•	•	
TM13-Ice Beam				•	•						•	•			•	•							•	•	
TM14-Blizzard				•	•						•	•			•	•							•	•	
TM15-Hyper Beam	•		•		•		•			•		•		•		•			•			•		•	
TM16-Pay Day				•	•						•	•													
TM17-Submission	•				•														•		•	•			
TM18-Counter	•				•														•		•	•			
TM19-Seismic Toss	•				•														•		•	•			
TM20-Rage	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•
TM21-Mega Drain													•	•			•	•	•						
TM22-Solarbeam																									
TM23-Dragon Rage																									
TM24-Thunderbolt						•	•						•	•			•	•	•						•
TM25-Thunder						•	•						•	•			•	•	•						•
TM26-Earthquake	•			•	•															•					
TM27-Fissure	•			•	•															•					
TM28-Dig	•			•	•															•					
TM29-Psychic				•	•												•	•	•		•	•			
TM30-Teleport				•	•	•	•								•	•					•	•			•
TM31-Mimic	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•
TM32-Double Team	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•
TM33-Reflect		•	•	•	•	•	•	•	•	•					•	•					•	•			•
TM34-Bide	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•
TM35-Metronome	•																		•		•	•			
TM36-Selfdestruct	•												•	•	•	•	•	•	•	•					•
TM37-Egg Bomb																									
TM38-Fire Blast	•	•	•	•	•								•	•											
TM39-Swift		•	•	•	•	•	•	•							•	•									•
TM40-Skull Bash		•	•	•	•			•	•	•	•	•							•	•	•	•			
TM41-Softboiled																									
TM42-Dream Eater																	•	•	•		•	•			
TM43-Sky Attack									•	•															
TM44-Rest	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•
TM45-Thunder Wave				•	•	•	•														•	•			•
TM46-Psywave				•	•												•	•	•		•	•			
TM47-Explosion	•												•	•	•	•	•	•	•	•					•
TM48-Rock Slide	•																			•					
TM49-Tri Attack				•	•				•	•					•	•					•	•			
TM50-Substitute	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•
HM01-Cut								•															•	•	
HM02-Fly								•	•	•															
HM03-Surf				•	•						•	•			•	•							•	•	
HM04-Strength	•			•	•						•	•							•	•			•	•	
HM05-Flash				•	•	•	•														•	•			•

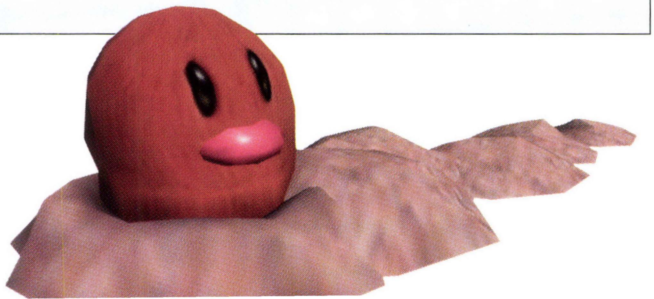
An asterisk (*) indicates that the move can only be learned by the corresponding Pokémon in *Pokémon Yellow*.



POKÉMON RED, BLUE, AND YELLOW TM/HM CHART (CONTINUED)

	101 Electrode	102 Exeggcute	103 Exeggutor	104 Cubone	105 Marowak	106 Hitmonlee	107 Hitmonchan	108 Lickitung	109 Koffing	110 Weezing	111 Rhyhorn	112 Rhydon	113 Chansey	114 Tangela	115 Kangaskhan	116 Horsea	117 Seadra	118 Goldeen	119 Seaking	120 Staryu	121 Starmie	122 Mr. Mime	123 Scyther	124 Jynx	125 Electabuzz	126 Magmar	127 Pinsir	128 Tauros	129 Magikarp	130 Gyarados	131 Lapras	132 Ditto	133 Eevee	134 Vaporeon	135 Jolteon	136 Flareon	137 Porygon	138 Omanyte	139 Omastar	140 Kabuto	141 Kabutops	142 Aerodactyl	143 Snorlax	144 Articuno	145 Zapdos	146 Moltres	147 Dratini	148 Dragonair	149 Dragonite	150 Mewtwo	151 Mew
TM01-Mega Punch				•	•	•	•	•				•	•		•							•		•	•	•																	•							•	•
TM02-Razor Wind																																								•*	•*	•		•	•	•			•		•
TM03-Swords Dance								•						•									•				•													•*	•*										•
TM04-Whirlwind																																										•		•	•	•					•
TM05-Mega Kick				•	•	•	•	•				•	•		•							•		•	•	•														•*	•*		•							•	•
TM06-Toxic	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•		•	•		•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•
TM07-Horn Drill											•	•						•	•									•			•								•									•	•		•
TM08-Body Slam				•	•	•	•	•			•	•	•	•	•							•		•	•	•	•	•		•	•		•	•	•	•		•	•	•	•		•				•	•	•	•	•
TM09-Take Down	•	•	•	•	•	•	•	•			•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•		•	•		•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•
TM10-Double-edge		•	•	•	•	•	•	•			•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•		•	•		•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•
TM11-Bubblebeam				•	•			•				•	•		•	•	•	•	•	•	•			•						•	•			•				•	•	•	•		•	•			•	•	•	•	•
TM12-Water Gun				•	•			•				•	•		•	•	•	•	•	•	•			•						•	•			•				•	•	•	•		•	•			•	•	•	•	•
TM13-Ice Beam				•	•			•				•	•		•	•	•	•	•	•	•			•				•		•	•			•			•	•	•	•	•		•	•			•	•	•	•	•
TM14-Blizzard				•	•			•				•	•		•	•	•	•	•	•	•			•				•		•	•			•			•	•	•	•	•		•	•			•	•	•	•	•
TM15-Hyper Beam	•		•		•			•		•		•	•	•	•		•		•		•	•	•	•	•	•	•	•		•	•			•	•	•	•		•	•*	•*	•	•	•	•	•			•	•	•
TM16-Pay Day												•																															•								•
TM17-Submission				•	•	•	•	•				•	•		•							•		•	•	•	•												•	•*	•*		•							•	•
TM18-Counter				•	•	•	•	•				•	•		•							•		•	•	•																	•							•	•
TM19-Seismic Toss				•	•	•	•	•				•	•		•							•		•	•	•	•												•	•*	•*		•							•	•
TM20-Rage	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•		•	•		•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•
TM21-Mega Drain			•											•																																					•
TM22-Solarbeam			•										•	•								•									•												•							•	•
TM23-Dragon Rage																														•	•											•					•	•	•		•
TM24-Thunderbolt	•							•	•	•	•	•	•		•					•	•	•			•			•		•	•				•		•						•		•		•	•	•	•	•
TM25-Thunder	•							•	•	•	•	•	•		•					•	•	•			•			•		•	•				•		•						•		•		•	•	•	•	•
TM26-Earthquake				•	•			•			•	•			•													•															•								•
TM27-Fissure				•	•			•			•	•			•													•															•								•
TM28-Dig				•	•						•	•																																							•
TM29-Psychic		•	•										•							•	•	•		•	•	•					•						•						•							•	•
TM30-Teleport	•	•	•										•							•	•	•		•	•	•											•													•	•
TM31-Mimic	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•		•	•		•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•
TM32-Double Team	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•		•	•		•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•
TM33-Reflect	•	•	•										•							•	•	•		•	•					•	•		•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•
TM34-Bide	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•		•	•		•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•
TM35-Metronome						•	•						•									•		•	•	•																	•							•	•
TM36-Selfdestruct	•	•	•						•	•																																	•							•	•
TM37-Egg Bomb		•	•										•																																						•
TM38-Fire Blast				•	•			•	•	•	•	•	•		•											•		•		•						•						•	•			•	•	•	•	•	•
TM39-Swift	•					•	•									•	•	•	•	•	•		•		•								•	•	•	•	•					•		•	•	•	•	•	•		•
TM40-Skull Bash	•			•	•	•	•	•			•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•		•		•	•		•	•	•	•	•		•	•*	•*		•				•	•	•	•	•
TM41-Softboiled													•																																						•
TM42-Dream Eater																																																			•
TM43-Sky Attack																																										•		•	•	•					•
TM44-Rest	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•		•	•		•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•
TM45-Thunder Wave	•												•							•	•	•			•										•		•								•		•	•	•	•	•
TM46-Psywave		•	•										•							•	•	•		•	•	•					•						•						•							•	•
TM47-Explosion	•	•	•						•	•																																									•
TM48-Rock Slide											•	•			•																												•								•
TM49-Tri Attack													•							•	•																•													•	•
TM50-Substitute	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•		•	•		•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•
HM01-Cut								•						•									•				•														•*										•
HM02-Fly																																										•		•	•	•					•
HM03-Surf								•				•			•	•	•	•	•	•	•									•	•			•				•	•	•	•		•				•	•	•		•
HM04-Strength			•	•	•	•	•	•			•	•	•		•									•	•	•	•	•		•	•												•						•	•	•
HM05-Flash	•												•							•	•	•			•										•		•								•					•	•

An asterisk (*) indicates that the move can only be learned by the corresponding Pokémon in *Pokémon Yellow*.

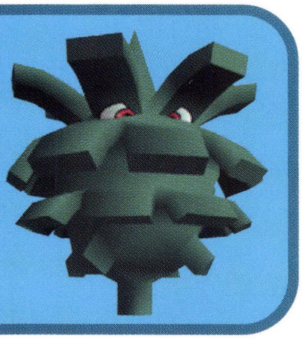


MOVES LIST

To aid you in determining which moves to teach your Pokémon, we've provided you with a complete Moves Reference Guide. This table includes the entire list of moves as they apply to **Pokémon Gold** and **Silver**. Remember, moves in **Pokémon Stadium 2** are based on the effects given to them in **Pokémon Gold** and **Silver**, regardless of whether the Pokémon using them is transferred from a Color version of the game or a Metal version of the game.

NOTE

The moves with ✓ are considered Special Attacks, while the rest fall under the category of Physical Attacks. Special Attacks are governed by a Pokémon's Special Attack and Special Defense stats while Physical Attacks are governed by the Attack and Defense stats.

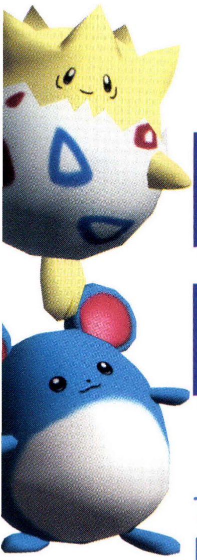


	R/B/Y	NAME	TYPE	STR	ACC	PP	DESCRIPTION
✓	*	Absorb	Grass	20	100	20	The Pokémon recovers 1/2 of the amount of damage that the opponent Pokémon receives from this Attack.
	*	Acid	Poison	40	100	30	Has a 10 percent chance of lowering enemy's Defense by 1 point.
	*	Acid Armor	Poison	—	—	40	Sharply raises defense.
		Aeroblast	Flying	100	95	5	Has a better chance of performing a Critical Hit.
✓	*	Agility	Psychic	—	—	30	Greatly boosts the user's speed.
✓	*	Amnesia	Psychic	—	—	20	Raises the Pokémon's SP Defense by 2 points.
		Ancient Power	Rock	60	100	5	Has a 10 percent chance of raising all of the Pokémon's abilities by 1 point.
		Attract	Normal	—	100	15	Affects only Pokémon of the opposite sex. Prevents the opponent Pokémon from Attacking with a 50 percent probability.
✓	*	Aurora Beam	Ice	65	100	20	Has a 10 percent chance of lowering the enemy's Attack by 1 point.
	*	Barrage	Normal	15	85	20	Attacks 2–5 times in one turn.
✓	*	Barrier	Psychic	—	—	30	Increases the Pokémon's Defense by 2 points.
		Baton Pass	Normal	—	—	40	Changes out the casting Pokémon for one of the other Allied Pokémon. The substitute Pokémon inherits all Support Effects gained so far. The move fails if you don't have any Pokémon to alternate with.
✓		Beat Up	Dark	10	100	10	Number of Attacks against the opponent is equal to the number of the Pokémon. Does not include Fainted or frozen Pokémon.
		Belly Drum	Normal	—	—	10	Raises Attack to its maximum level, but in return decreases the Pokémon's HP by 1/2.
	*	Bide	Normal	—	100	10	Waits for 2–3 turns and the damage received during that time is doubled and returned to opponent.
	*	Bind	Normal	15	75	20	Consecutive Attack for 2–5 turns. Enemy can't flee during that time.
✓	*	Bite	Dark	60	100	25	Causes opponent to Flinch with 30 percent probability.
✓	*	Blizzard	Ice	120	70	5	10 percent chance of Freezing the opponent.
	*	Body Slam	Normal	85	100	15	30 percent additional effect of Paralysis.
	*	Bone Club	Ground	65	85	20	10 percent chance of causing the opponent Pokémon to Flinch.
		Bone Rush	Ground	25	80	10	Attacks 2–5 turns in one round.
	*	Bonemerang	Ground	50	90	10	Pokémon Attacks twice in a row each turn the attack is used.
✓	*	Bubble	Water	20	100	30	Lowers the opponent Pokémon's Speed with a 10 percent probability.
✓	*	Bubblebeam	Water	65	100	20	10 percent additional chance of lowering the opponent Pokémon's Speed.
		Charm	Normal	—	100	20	Lowers the opponent Pokémon's Attack by 2 points.
✓	*	Clamp	Water	35	75	10	Attacks over 2–5 consecutive turns during which the enemy can't flee.
	*	Comet Punch	Normal	18	85	15	Attacks 2–5 times in one turn.
	*	Confuse Ray	Ghost	—	100	10	Confuses opponent.
✓	*	Confusion	Psychic	50	100	25	10 percent chance of Confusing the opponent.
	*	Constrict	Normal	10	100	35	Lowers the opponent Pokémon's Speed by one point with a 10 percent probability.
	*	Conversion	Normal	—	—	30	Changes the Pokémon's type to one of the types of moves that it possesses.
		Conversion 2	Normal	—	100	30	Changes the Pokémon's type to the type that is resistant to the Attack the opponent Pokémon last used.
✓		Cotton Spore	Grass	—	85	40	Lowers the opponent Pokémon's Speed by 2 points.

	R/B/Y	NAME	TYPE	STR	ACC	PP	DESCRIPTION
	*	Counter	Fighting	—	100	20	Attacks second in battle and inflicts twice as much damage as the opponent's physical Attack.
✓	*	Crabhammer	Water	90	85	10	Good chance for a Critical Hit.
		Cross Chop	Fighting	100	80	5	Good chance for a Critical Hit.
✓		Crunch	Dark	80	100	15	Lowers the opponent Pokémon's SP Defense by one point with a 20 percent probability.
		Curse	???	—	—	10	Raises the Pokémon's Attack and Defense by 1 point and lowers the Pokémon's Speed by 1 point. If cast by a Ghost-type Pokémon, it decreases its own HP by 1/2 and the opponent Pokémon's HP each turn.
	*	Cut	Normal	50	95	30	Normal Attack. On the Field, this cuts down thin trees.
	*	Defense Curl	Normal	—	—	40	Raises the Pokémon's Defense by 1. Doubles damage of Rollout if used first.
		Destiny Bond	Ghost	—	—	5	After using this move, if your Pokémon faints that turn, the opponent Pokémon does too.
		Detect	Fighting	—	—	5	Allows you to evade Attack this turn without fail. Success rate decreases with each consecutive use.
	*	Dig	Ground	60	100	10	Digs a hole during Turn 1, Attacks on Turn 2. On the Field, use this move to escape from caves.
	*	Disable	Normal	—	55	20	Disables the move the opponent Pokémon just used for a number of turns.
	*	Dizzy Punch	Normal	70	100	10	20 percent chance of Confusing the opponent.
	*	Double Kick	Fighting	30	100	30	Pokémon's Attack hits twice.
	*	Double Team	Normal	—	—	15	Raises the Pokémon's Evasiveness by 1 point.
	*	Double-Edge	Normal	120	100	15	The casting Pokémon receives 1/4 of the damage inflicted on the opponent.
	*	Doubleslap	Normal	15	85	10	Attack 2–5 times in one turn.
✓	*	Dragon's Rage	Dragon	—	100	10	Does 40 points of damage regardless of the Pokémon's type.
✓		Dragonbreath	Dragon	60	100	20	Paralyzes opponent with a 30 percent probability.
✓	*	Dream Eater	Psychic	100	100	15	This effect only works when the opponent is Asleep. The Pokémon recovers 1/2 of the HP damage inflicted.
	*	Drill Peck	Flying	80	100	20	Normal Attack.
		Dynamicpunch	Fighting	100	50	5	If the move hits, the opponent becomes Confused without fail.
	*	Earthquake	Ground	100	100	10	Normal Attack. Has no effect against Flight types. Double damage against opponent using Dig.
	*	Egg Bomb	Normal	100	75	10	Normal Attack.
✓	*	Ember	Fire	40	100	25	10 percent chance of Burning the opponent Pokémon.
		Encore	Normal	—	100	5	Makes the opponent Pokémon repeat the last move used 2–6 times.
		Endure	Normal	—	—	10	Pokémon always survives with 1 HP regardless of Attack. The success rate decreases with each consecutive use.
	*	Explosion	Normal	250	100	5	Pokémon faints after the Attack is finished.
		Extremespeed	Normal	80	100	5	Attack always hits first. If both Pokémon use this, it works for the one with the highest Speed.
✓		Faint Attack	Dark	60	—	20	Attack hits opponent without fail.
		False Swipe	Normal	40	100	40	Leaves the opponent with 1 HP without fail. (You cannot defeat a Pokémon with this move.)
✓	*	Fire Blast	Fire	120	85	5	10 percent chance of Burning the opponent Pokémon.
✓	*	Fire Punch	Fire	75	100	15	10 percent chance of Burning the opponent Pokémon.
✓	*	Fire Spin	Fire	15	70	15	Consecutive Attack for 2–5 turns. Enemy can't flee during that time.
	*	Fissure	Ground	—	30	5	Defeats the enemy with one Attack. Doesn't work against Flying types.
		Flail	Normal	—	100	15	Inflicts more damage the lower the Pokémon's HP.
✓		Flame Wheel	Fire	60	100	25	10 percent chance of causing Burn. Melts Ice. Can be used while Frozen.
✓	*	Flamethrower	Fire	95	100	15	Additional effect of Burn (10 percent).
	*	Flash	Normal	—	70	20	Lowers opponent's Accuracy by 1 point. On the field, lights up dark places.
	*	Fly	Flying	70	95	15	Fly up into the air on Turn 1 and Attack on Turn 2. On the Field, use this move to fly to the cities you've visited before.
	*	Focus Energy	Normal	—	—	30	Makes it easy to produce a Critical hit with next attack.
		Foresight	Normal	—	100	40	Opponent's Evasiveness returns to normal. Fighting and Normal Attacks become effective against Ghost-type Pokémon.
		Frustration	Normal	—	100	20	The more the Pokémon hates you, the stronger the Attack.
	*	Fury Attack	Normal	15	85	20	Attacks 2–5 times in one turn.
		Fury Cutter	Bug	10	95	20	The strength of this move doubles each consecutive turn it is used successfully. It returns to normal when you stop using it or a hit misses.
	*	Fury Swipes	Normal	18	80	15	Attack 2–5 consecutive turns.
✓		Future Sight	Psychic	80	90	15	Attacks the opponent Pokémon after 2 turns.
✓		Giga Drain	Grass	60	100	5	The Pokémon recovers 1/2 of the amount of damage that the opponent Pokémon receives from this Attack.
	*	Glare	Normal	—	75	30	Paralyzes enemy.
	*	Growl	Normal	—	100	40	Lowers the opponent's Attack by 1 point.
	*	Growth	Normal	—	—	40	Raises the Pokémon's SP Attack by 1.
	*	Guillotine	Normal	—	30	5	In one blow, you Knock Out the opponent.
	*	Gust	Flying	40	100	35	Normal Attack. Doubles damage on Pokémon using Fly.
	*	Harden	Normal	—	—	30	Raises the Pokémon's Defense by 1 point.
✓	*	Haze	Ice	—	—	30	Returns all stat changes (both the casting Pokémon's and the opponent Pokémon's) back to normal.
	*	Headbutt	Normal	70	100	15	30 percent chance of causing the opponent to Flinch. On the Field, use to bash into trees, possibly Knocking Out a Pokémon.
		Heal Bell	Normal	—	—	5	Recovers all of an ally's Status Anomalies.
	*	Hi Jump Kick	Fighting	85	90	20	When this Attack fails, you take 1/8 damage of possible damage inflicted.
		Hidden Power	Normal	—	100	15	Changes type and power based on the Pokémon using it.
	*	Horn Attack	Normal	65	100	25	Normal Attack.
	*	Horn Drill	Normal	—	30	5	In one blow, the opponent is Knocked Out.
✓	*	Hydro Pump	Water	120	80	5	Normal Attack.
	*	Hyper Beam	Normal	150	90	5	Inflicts a large amount of damage but the Pokémon cannot Attack on the next turn.
	*	Hyper Fang	Normal	80	90	15	10 percent additional chance of causing the opponent Pokémon to Flinch.
✓	*	Hypnosis	Psychic	—	60	20	Puts enemy to Sleep.
✓	*	Ice Beam	Ice	95	100	10	10 percent additional effect of Freezing the Pokémon's opponent.
✓	*	Ice Punch	Ice	75	100	15	10 percent additional effect of Freezing the Pokémon's opponent.
✓		Icy Wind	Ice	55	95	15	Lowers the opponent Pokémon's Speed by 1 point without fail.
		Iron Tail	Steel	100	75	15	Lowers opponent's Defense 1 level, with a 30 percent probability.
	*	Jump Kick	Fighting	70	95	25	When this Attack fails, you take 1/8 damage of the possible damage inflicted.
	*	Karate Chop	Fighting	50	100	25	Good chance for a Critical Hit.
✓	*	Kinesis	Psychic	—	80	15	Lowers opponent's Accuracy by 1 point.
	*	Leech Life	Bug	20	100	15	The Pokémon recovers 1/2 of the amount of damage that the opponent Pokémon receives from this Attack.

	R/B/Y	NAME	TYPE	STR	ACC	PP	DESCRIPTION
✓	*	Leech Seed	Grass	—	90	10	Absorbs enemy's HP with each turn and recovers part of the HP absorbed. This effect continues even after the opponent's Pokémon is changed.
	*	Leer	Normal	—	100	30	Lowers opponent's Defense by 1 point.
	*	Lick	Ghost	20	100	30	Additional effect of Paralysis, with a 30 percent probability.
✓	*	Light Screen	Psychic	—	—	30	Halves the damage from Special Attacks for 5 turns. The effect continues after changing Pokémon.
		Lock-on	Normal	—	100	5	The Pokémon's Attack on the Pokémon's next turn hits without fail.
	*	Lovely Kiss	Normal	—	75	10	Puts the opponent Pokémon to Sleep.
	*	Low Kick	Fighting	50	90	20	30 percent probability of making the opponent Flinch.
		Mach Punch	Fighting	40	100	30	Makes you able to strike first without fail. (If both Pokémon produce this Attack, the one with the highest Speed rating goes first.)
		Magnitude	Ground	—	100	30	Strength of the Attack randomly changes (10, 30, 50, 70, 90, 110, or 150). Doesn't work against Flying types. Double damage against Pokémon using Dig.
		Mean Look	Normal	—	100	5	Makes the opponent Pokémon unable to flee until the caster is no longer in the battle.
✓	*	Meditate	Psychic	—	—	40	Raises the Pokémon's Attack by 1 point.
✓	*	Mega Drain	Grass	40	100	10	The Pokémon absorbs 1/2 of the damage inflicted.
	*	Mega Kick	Normal	120	75	5	Normal Attack.
	*	Mega Punch	Normal	80	85	20	Normal Attack.
		Megahorn	Bug	120	85	10	Normal Attack.
		Metal Claw	Steel	50	95	35	Raises the Pokémon's Defense by one with a 10 percent probability.
	*	Metronome	Normal	—	—	10	Produce various random Attacks.
		Milk Drink	Normal	—	—	10	Recover 1/2 of the Pokémon's maximum HP. On the Field, this divides 1/5 of the caster's HP between all of the Pokémon's allied Pokémon.
	*	Mimic	Normal	—	100	10	Allows the Pokémon to copy and use the opponent Pokémon's last Attack for the duration of the battle.
		Mind Reader	Normal	—	100	5	The Pokémon's next Attack hits without fail.
	*	Minimize	Normal	—	—	20	Ups the caster's Evasiveness by 1 point.
✓		Mirror Coat	Psychic	—	100	20	Pokémon Attacks second in battle (regardless of Pokémon's Speed). Returns doubled the Special Attack of the opponent Pokémon.
	*	Mirror Move	Flying	—	—	20	Pokémon counters with the same Attack used by the opponent Pokémon.
✓	*	Mist	Ice	—	—	30	Caster cannot be affected by moves that lower abilities.
		Moonlight	Normal	—	—	5	Recovers HP but the effectiveness changes based on the time of day. Effect doubled if Sunny Day is in effect; halved if Rain Dance is in effect.
		Morning Sun	Normal	—	—	5	Recovers HP but the effectiveness changes based on the time of day. Effect doubled if Sunny Day is in effect; halved if Rain Dance is in effect.
		Mud-Slap	Ground	20	100	10	Lowers opponent's Accuracy by 1 point.
	*	Night Shade	Ghost	—	100	15	Inflicts damage equal to the Pokémon's level, regardless of the Pokémon's or the opponent Pokémon's type.
		Nightmare	Ghost	—	100	15	Gives the opponent Pokémon Nightmare status. This effect only works when the opponent is Asleep.
✓		Octazooka	Water	65	85	10	Lowers the opponent's Accuracy by 1 point with a 50 percent probability.
✓		Outrage	Dragon	90	100	15	Consecutive Attacks for 2–3 turns, then when the Attack is finished, the Pokémon becomes Confused.
		Pain Split	Normal	—	100	20	Combines your and opponent's Pokémon's HP and splits them between you.
	*	Pay Day	Normal	40	100	20	After battle, you receive money equal to the Pokémon's level times the number of Attacks x2.
	*	Peck	Flying	35	100	35	Normal Attack.
		Perish Song	Normal	—	—	5	Makes both Pokémon used in Battle faint after 3 turns. The effect disappears if the Pokémon is changed.
✓	*	Petal Dance	Grass	70	100	20	Attack for 2–3 turns, then when the effect ends, the Pokémon becomes Confused.
	*	Pin Missile	Bug	14	85	20	Attacks 2–5 times in one turn.
	*	Poison Gas	Poison	—	55	40	Infects opponent with Poison.
	*	Poison Sting	Poison	15	100	35	30 percent additional effect of Poison.
	*	Poisonpowder	Poison	—	75	35	Infects opponent with Poison.
	*	Pound	Normal	40	100	35	Normal Attack.
✓		Powder Snow	Ice	40	100	25	Freezes the opponent Pokémon with a 10 percent probability.
		Present	Normal	—	90	15	Damage inflicted is either 40, 80, or 120 but may also recover opponent's HP by 80.
		Protect	Normal	—	—	10	Defends against the opponent's current Attack. The success ratio is lowered when used consecutively.
✓	*	Psybeam	Psychic	65	100	20	10 percent additional chance of Confusion.
		Psych Up	Normal	—	—	10	Copies the opponent's Pokémon's stat changes, then applies them to user.
✓	*	Psychic	Psychic	90	100	10	Reduces opponent's SP Defense by one point with a 10 percent probability.
✓	*	Psywave	Psychic	—	80	15	Randomly inflicts 1 to 1-1/2 points of damage times the Pokémon's level.
✓		Pursuit	Dark	40	100	20	If used before opponent changes Pokémon, then it inflicts twice as much damage to it as it is changed.
	*	Quick Attack	Normal	40	100	30	Get a preemptive Attack without fail. (If both Pokémon use this Attack, the one with the highest Speed lands the Attack first.)
	*	Rage	Normal	20	100	20	Raises the Pokémon's Attack every time you receive damage.
✓		Rain Dance	Water	—	—	5	Raises the strength of Water-type Attacks for 5 turns.
		Rapid Spin	Normal	20	100	40	Releases the Pokémon from continuous moves such as "Bind" and "Leech Seed."
✓	*	Razor Leaf	Grass	55	95	25	Good chance for a Critical Hit.
	*	Razor Wind	Normal	80	75	10	Gathers strength during Turn 1 and Attacks during Turn 2. Good chance for a Critical Hit.
	*	Recover	Normal	—	—	20	Recover HP up to 1/2 the maximum HP.
✓	*	Reflect	Psychic	—	—	20	Halves the damage from physical Attacks for 5 turns. Effect continues even if you change Pokémon.
✓	*	Rest	Psychic	—	—	10	After the Pokémon recovers all HP, it lies down to Sleep.
		Return	Normal	—	100	20	The attack becomes stronger the more emotionally attached the Pokémon is to you.
		Reversal	Fighting	—	100	15	The fewer HP the Pokémon has remaining, the stronger the Attack.
	*	Roar	Normal	—	100	20	Opponent is withdrawn from battle. In a Trainer's Battle, the Pokémon is forcibly changed.
	*	Rock Slide	Rock	75	90	10	30 percent additional chance of causing the opponent to Flinch.
		Rock Smash	Fighting	20	100	15	Lowers the opponent's Defense by 1 point with a 50 percent probability. On the Field, this crushes rocks, possibly releasing a Pokémon.
	*	Rock Throw	Rock	50	90	15	Normal Attack.
	*	Rolling Kick	Fighting	60	85	15	Causes the opponent to Flinch with a 30 percent probability.
		Rollout	Rock	30	90	20	Consecutive Attacks for up to 5 turns until it misses. Increases damage with each hit. Double damage if used after Defense Curl.
✓		Sacred Fire	Fire	100	95	5	Burns opponent with a 50 percent probability. Can be used while Frozen.
		Safeguard	Normal	—	—	25	Over 5 turns, this protects against Status Anomalies. Effect continues when you change Pokémon.

	R/B/Y	NAME	TYPE	STR	ACC	PP	DESCRIPTION
	*	Sand-Attack	Ground	—	100	15	Lowers opponent's Accuracy by 1.
		Sandstorm	Rock	—	—	10	Damages both players on each turn. Does not effect Rock, Earth, or Steel types.
		Scary Face	Normal	—	90	10	Lowers opponent's Speed by 2.
	*	Scratch	Normal	40	100	35	Normal Attack.
	*	Screech	Normal	—	85	40	Lowers the opponent Pokémon's Defense by 2.
	*	Seismic Toss	Fighting	—	100	20	Inflicts damage on the opponent equal to the Pokémon's level, regardless of both Pokémon's type.
	*	Selfdestruct	Normal	200	100	5	Pokémon Faints after using this move.
		Shadow Ball	Ghost	80	100	15	Lowers opponent's SP Defense by 1 point with a 20 percent probability.
	*	Sharpen	Normal	—	—	30	Raises the Pokémon's Attack by 1 point.
	*	Sing	Normal	—	55	15	Puts opponent to Sleep.
		Sketch	Normal	—	—	1	Copies the opponent Pokémon's last Attack, permanently adding it to the Pokémon's move list.
	*	Skull Bash	Normal	100	100	15	Raises the Pokémon's Defense by 1 point during Turn 1 and Attacks for Turn 2.
	*	Sky Attack	Flying	140	90	5	Gathers strength during Turn 1, Attacks during Turn 2. Likely to become a Critical Hit.
	*	Slam	Normal	80	75	20	Normal Attack.
	*	Slash	Normal	70	100	20	Good chance for a Critical Hit.
✓	*	Sleep Powder	Grass	—	75	15	Puts opponent to Sleep.
		Sleep Talk	Normal	—	—	10	Randomly uses one of the moves you possess, but only when the opponent is Asleep.
	*	Sludge	Poison	65	100	20	30 percent chance of Poisoning the opponent.
		Sludge Bomb	Poison	90	100	10	30 percent chance of Poisoning the opponent.
	*	Smog	Poison	20	70	20	Infects opponent with Poison with 40 percent probability.
	*	Smokescreen	Normal	—	100	20	Lowers opponent's Accuracy.
		Snore	Normal	40	100	15	This is only effective when the Pokémon is Asleep. Makes the opponent Pokémon Flinch with a 30 percent probability.
	*	Softboiled	Normal	—	100	10	Recover 1/2 of Max HP. On the Field, it distributes 1/5 of the user's HP to a selected Pokémon.
✓	*	Solarbeam	Grass	120	100	10	Absorb light on Turn 1 and Attack on Turn 2.
	*	Sonicboom	Normal	—	90	20	Does 20 points of damage regardless of the opponent's Attack or Defense strength.
✓		Spark	Electric	65	100	20	Paralyzes opponent with a 30 percent probability.
		Spider Web	Bug	—	100	10	The opponent cannot flee. The Trainer cannot change Pokémon.
	*	Spike Cannon	Normal	20	100	15	Attacks 2–5 times in 1 turn.
		Spikes	Ground	—	—	20	Causes damage every time opponent substitutes a Pokémon.
		Spite	Ghost	—	100	10	Randomly decreases the move the that the opponent last used by 2–5 PP.
	*	Splash	Normal	—	—	40	The Pokémon simply splashes about. Nothing else happens.
✓	*	Spore	Grass	—	100	15	Puts the enemy to Sleep.
		Steel Wing	Steel	70	90	25	Raises the Pokémon's Defense by 1 point with a 10 percent probability.
	*	Stomp	Normal	65	100	20	30 percent additional chance of causing the opponent to Flinch. Double damage against Minimize opponents.
	*	Strength	Normal	80	100	15	Normal Attack. On the Field, you can use this to move rocks.
	*	String Shot	Bug	—	95	40	Lowers opponent's Speed 1 level.
	*	Struggle	Normal	50	100	1	Move you can use once you've used up all of the Pokémon's other moves. The Pokémon receives 1/4 damage.
✓	*	Stun Spore	Grass	—	75	30	Paralyzes enemy.
	*	Submission	Fighting	80	80	25	Recoil hits the Pokémon, causing it to take 1/4 damage inflicted by the opponent.
	*	Substitute	Normal	—	—	10	Build the Pokémon's own alter-ego using 1/4 of the Pokémon's max HP. Pokémon takes no damage while the substitute remains.
✓		Sunny Day	Fire	—	—	5	Raises the power of Fire-type moves for 5 turns.
	*	Super Fang	Normal	—	90	10	Halves the opponent Pokémon's HP.
	*	Supersonic	Normal	—	55	20	Confuses enemy.
✓	*	Surf	Water	95	100	15	Normal Attack. On the Field, use this to surf across the water.
		Swagger	Normal	—	90	15	Makes the opponent Confused and in return ups its Attack by 2.
		Sweet Kiss	Normal	—	75	10	Confuses the opponent Pokémon.
		Sweet Scent	Normal	—	100	20	Lowers the opponent Pokémon's Evasiveness by 1 point. On the field, makes wild Pokémon appear.
	*	Swift	Normal	60	—	20	Attack hits without fail.
	*	Swords Dance	Normal	—	—	30	Raises the Pokémon's Attack by 2 points.
✓		Synthesis	Grass	—	—	5	Recovers HP but the effectiveness changes based on the time of day.
	*	Tackle	Normal	35	95	35	Normal Attack.
	*	Tail Whip	Normal	—	100	30	Lowers opponent's Defense by 1 point.
	*	Take Down	Normal	90	85	20	Pokémon takes 1/4 of the damage inflicted on the opponent.
✓	*	Teleport	Psychic	—	—	20	Ends the battle. Has no effect in Trainer Battles. On the Field, this teleports you to the last Pokémon Center you visited.
✓		Thief	Dark	40	100	10	Allows the Pokémon to steal any Item that a Wild Pokémon has attached to it. Becomes a basic Attack if the opponent Pokémon has nothing. Will not steal Item if own Pokémon has a Held Item.
	*	Thrash	Normal	90	100	20	Pokémon continues raging for 2–3 turns, then when the effect ends, the Pokémon becomes Confused.
✓	*	Thunder	Electric	120	70	10	30 percent chance of causing the opponent Paralysis. Accuracy becomes 100%.
✓	*	Thunder Wave	Electric	—	100	20	Paralyzes the opponent Pokémon.
✓	*	Thunderbolt	Electric	95	100	15	10 percent additional effect of Paralysis.
✓	*	Thunderpunch	Electric	75	100	15	10 percent additional effect of Paralysis.
✓	*	Thundershock	Electric	40	100	30	10 percent additional effect of Paralysis.
	*	Toxic	Poison	—	85	10	Infects opponent with Poison. With each turn the Poison damage increases.
	*	Transform	Normal	—	—	10	Transforms into the opponent Pokémon using the same moves. (All moves have 5 PP.)
	*	Tri Attack	Normal	80	100	10	30 percent additional effect of Paralysis, Burn, or Freeze.
		Triple Kick	Fighting	10	90	10	Attack 3 times in a row. The damage increases by 10 (10, 20, 30) with each successful blow. Move ends when attack misses.
	*	Twineedle	Bug	25	100	20	Two consecutive Attacks and 20 percent additional effect of Poison.
✓		Twister	Dragon	40	100	20	20 percent chance of causing the opponent Pokémon to Flinch. Double damage to Pokémon using Fly.
	*	Vicegrip	Normal	55	100	30	Normal Attack.
✓	*	Vine Whip	Grass	35	100	10	Normal Attack.
		Vital Throw	Fighting	70	100	10	Attacks second in battle; next Attack hits without fail.
✓	*	Water Gun	Water	40	100	25	Normal Attack.
✓	*	Waterfall	Water	80	100	15	Normal Attack. On the Field, you can use this to climb waterfalls.
✓		Whirlpool	Water	15	70	15	Inflicts continuous damage for 2–5 turns. During this time the opponent Pokémon cannot flee. On the Field, this causes whirlpools to dissipate.
	*	Whirlwind	Normal	—	100	20	Ends battle by blowing enemy away. In Trainer Battles, the opponent's Pokémon is changed.
	*	Wing Attack	Flying	60	100	35	Normal Attack.
✓	*	Withdraw	Water	—	—	40	Raises the Pokémon's Defense by 1 point.
	*	Wrap	Normal	15	85	20	Consecutive Attack for 2–5 turns. Enemy can't flee during that time.
✓		Zap Cannon	Electric	100	50	5	If this Attack hits, it Paralyzes the opponent Pokémon without fail.

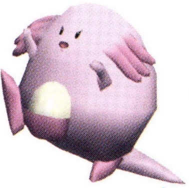


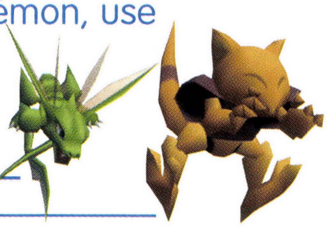
RENTAL POKéMON

Three sets of Rental Pokémon are available in **Pokémon Stadium 2**: L5 Pokémon, L50 Pokémon, and L100 Pokémon. The L5 Pokémon are for use in the Little Cup, the L100 for the Prime Cup, and the L50 Pokémon are for use in the Gym Leader Castle and the Poké Cup. Please note that everyone's favorite Pokémon—Mewtwo, Ho-oh, and Lugia—are not among the Rental Pokémon. If you want to use them in battle, you have to transfer them over from the appropriate Pokémon Game Boy Game Paks.

THE BEST OF THE RENTALS

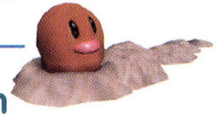
If you need some inspiration in choosing your team of Rental Pokémon, use the following lists to steer you in the right direction.





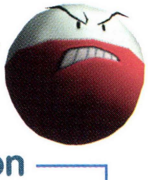
THE BEST OF THE L5 POKÉMON

Best HP: **Chansey**
Best Defense: **Onix**
Best SP Defense: **Tentacool and Chansey**
Best Attack: **Scyther**
Best SP Attack: **Abra**
Best Speed: **Scyther, Voltorb, Diglett**



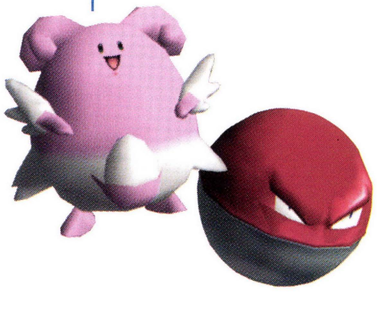
THE BEST OF THE L50 POKÉMON

Best HP: **Blissey**
Best Defense: **Shuckle**
Best SP Defense: **Shuckle**
Best Attack: **Kingler and Rhydon**
Best SP Attack: **Alakazam**
Best Speed: **Electrode**



THE BEST OF THE L100 POKÉMON

Best HP: **Blissey**
Best Defense: **Shuckle**
Best SP Defense: **Shuckle**
Best Attack: **Kingler and Rhydon**
Best SP Attack: **Alakazam**
Best Speed: **Electrode**



LEVEL 5 RENTAL POKÉMON

NAME	HP	TYPE	ATK	DEF	SATK	SDEF	SPD	MOVE 1	TYPE	MOVE 2	TYPE	MOVE 3	TYPE	MOVE 4	TYPE
Abra	18	Psychic	7	7	16	11	14	Psychic	Ps	Flash	N	Thief	Dk	Endure	N
Bellsprout	20	Grass/Poison	13	9	12	8	9	Vine Whip	Gr	Flash	N	Sludge Bomb	Po	Sweet Scent	N
Bulbasaur	20	Grass/Poison	10	10	12	12	10	Razor Leaf	Gr	Growl	N	Cut	N	Sleep Powder	Gr
Caterpie	20	Bug	9	9	8	8	10	Tackle	N	—	—	String Shot	B	—	—
Chansey	40	Normal	5	5	8	15	10	Egg Bomb	N	Tail Whip	N	Mud-Slap	Gd	Defense Curl	N
Charmander	19	Fire	10	9	11	10	12	Flamethrower	Fi	Growl	N	Rage	N	Sunny Day	Fi
Chikorita	20	Grass	10	12	10	12	10	Solarbeam	Gr	Growl	N	Body Slam	N	Poisonpowder	Po
Chinchou	22	Water/Electric	9	9	11	11	12	Water Gun	W	Supersonic	N	Spark	E	Flail	N
Cleffa	21	Normal	8	8	10	11	7	Headbutt	N	Charm	N	Psychic	Ps	Encore	N
Cubone	20	Ground	10	15	9	10	8	Bonemerang	Gd	Focus Energy	N	Headbutt	N	Tail Whip	N
Cyndaquil	19	Fire	10	9	11	10	12	Flame Wheel	Fi	Smokescreen	N	Dig	Gd	Leer	N
Diglett	16	Ground	11	8	9	10	15	Magnitude	Gd	Growl	N	Slash	N	Sand-Attack	Gd
Doduo	19	Normal/Flying	14	10	9	9	13	Peck	Fl	Growl	N	Tri Attack	N	Agility	Ps
Dratini	19	Dragon	12	10	10	10	10	Outrage	D	Safeguard	N	Wrap	N	Leer	N
Drowzee	21	Psychic	10	10	9	14	9	Dream Eater	Ps	Hypnosis	Ps	Headbutt	N	Poison Gas	Po
Eevee	20	Normal	10	10	9	11	10	Take Down	N	Tail Whip	N	Bite	Dk	Focus Energy	N
Ekans	19	Poison	11	10	9	11	11	Acid	Po	Glare	N	Bite	Dk	Strength	N
Elekid	19	Electric	11	9	11	10	14	Thunderpunch	E	Flash	N	Quick Attack	N	Light Screen	Ps
Exeggcute	21	Grass/Psychic	9	13	11	9	9	Solarbeam	Gr	Leech Seed	Gr	Thief	Dk	Barrage	N
Gastly	18	Ghost/Poison	9	8	15	9	13	Shadow Ball	Gh	Spite	Gh	Thief	Dk	Curse	?
Geodude	19	Rock/Ground	13	15	8	8	7	Tackle	N	Defense Curl	N	Rollout	R	Swagger	N
Goldeen	19	Water	12	11	8	10	11	Waterfall	W	Tail Whip	N	Fury Attack	N	Supersonic	N
Grimer	23	Poison	13	10	9	10	7	Sludge	Po	Acid Armor	Po	Pound	N	Fire Punch	Fi
Growlithe	21	Fire	12	10	12	10	11	Flame Wheel	Fi	Roar	N	Take Down	N	Leer	N
Hoothoot	21	Normal/Flying	8	8	9	11	10	Fly	Fl	Hypnosis	Ps	Take Down	N	Nightmare	Gh
Hoppip	19	Grass/Flying	9	9	9	11	10	Giga Drain	Gr	Cotton Spore	Gr	Headbutt	N	Leech Seed	Gr
Horsea	18	Water	9	12	12	8	11	Hydro Pump	W	Agility	Ps	Twister	D	Leer	N
Houndour	19	Dark/Fire	11	8	13	10	11	Ember	Fi	Roar	N	Crunch	Dk	Smog	Po
Igglybuff	25	Normal	9	7	10	8	7	Icy Wind	I	Flash	N	Dream Eater	Ps	Sing	N
Kabuto	18	Rock/Water	13	14	10	9	10	Ancientpower	R	Harden	N	Mega Drain	Gr	Sand-Attack	Gd
Koffing	19	Poison	11	15	11	9	8	Sludge Bomb	Po	Smokescreen	N	Tackle	N	Haze	I
Krabby	18	Water	15	14	7	7	10	Crabhammer	W	Leer	N	Vicegrip	N	Guillotine	N
Larvitar	20	Rock/Ground	12	10	10	10	9	Rock Slide	R	Sandstorm	R	Mud-Slap	Gd	Scary Face	N
Ledyba	19	Bug/Flying	7	8	9	13	11	Double-Edge	N	Agility	Ps	Ice Punch	I	Supersonic	N
Machop	22	Fighting	13	10	9	9	9	Vital Throw	Ft	Scary Face	N	Dig	Gd	Foresight	N
Magby	19	Fire	12	9	12	10	13	Fire Punch	Fi	Smokescreen	N	Dynamicpunch	Ft	Smog	Po
Magikarp	18	Water	7	11	7	8	14	Tackle	N	—	—	Flail	N	Splash	N
Magnemite	17	Electric/Steel	8	12	14	10	9	Zap Cannon	E	Supersonic	N	Tackle	N	Lock-on	N
Mankey	19	Fighting	13	9	9	10	12	Cross Chop	Ft	Leer	N	Scratch	N	Focus Energy	N
Mareep	21	Electric	9	9	12	10	9	Thunder	E	Cotton Spore	Gr	Return	N	Growl	N
Marill	22	Water	7	10	7	10	9	Surf	W	Tail Whip	N	Rollout	R	Defense Curl	N
Meowth	19	Normal	10	9	9	9	14	Pay Day	N	Attract	N	Iron Tail	S	Screech	N
Natu	19	Psychic/Flying	10	10	12	9	12	Psychic	Ps	Leer	N	Peck	Fl	Flash	N
Nidoran♀	21	Poison	10	10	9	9	9	Blizzard	I	Growl	N	Double Kick	Ft	Poison Sting	Po
Nidoran♂	20	Poison	11	9	9	9	10	Horn Attack	N	Leer	N	Poison Sting	Po	Horn Drill	N
Oddish	19	Grass/Poison	10	11	12	11	8	Petal Dance	Gr	Poisonpowder	Po	Cut	N	Sweet Scent	N
Omanyte	18	Rock/Water	9	15	14	10	8	Water Gun	W	Withdraw	W	Ancientpower	R	Leer	N
Onix	18	Rock/Ground	9	21	8	9	12	Dig	Gd	Endure	N	Rock Throw	R	Harden	N
Paras	19	Bug/Grass	12	11	10	11	8	Giga Drain	Gr	Curse	?	Leech Life	B	Spore	Gr
Phanpy	24	Ground	11	11	9	9	9	Earthquake	Gd	Growl	N	Flail	N	Defense Curl	N
Pichu	18	Electric	10	7	9	9	12	Zap Cannon	E	Sweet Kiss	N	Swift	N	Attract	N
Pidgey	19	Normal/Flying	10	9	9	9	11	Fly	Fl	Sand-Attack	Gd	Steel Wing	S	Quick Attack	N
Pineco	20	Bug	12	14	9	9	7	Strength	N	Spikes	Gd	Solarbeam	Gr	Bide	N
Poliwag	19	Water	10	9	9	9	14	Whirlpool	W	Hypnosis	Ps	Doubleslap	N	Belly Drum	N
Ponyta	20	Fire	13	11	11	11	14	Fire Blast	Fi	Tail Whip	N	Tackle	N	Agility	Ps
Porygon	21	Normal	11	12	13	12	9	Return	N	Conversion 2	N	Icy Wind	I	Sharpen	N
Psyduck	20	Water	10	10	11	10	10	Waterfall	W	Psych Up	N	Fury Swipes	N	Disable	N
Rattata	18	Normal	11	9	8	9	13	Super Fang	N	Tail Whip	N	Hyper Fang	N	Thief	Dk
Remoraid	19	Water	12	9	12	9	12	Bubblebeam	W	Focus Energy	N	Psybeam	Ps	Mud-Slap	Gd
Rhyhorn	23	Ground/Rock	13	15	8	8	7	Rollout	R	Scary Face	N	Horn Attack	N	Sandstorm	R
Sandshrew	20	Ground	13	14	7	8	9	Dig	Gd	Sand-Attack	Gd	Swift	N	Sandstorm	R
Scyther	22	Bug/Flying	16	13	10	13	15	Cut	N	Leer	N	Pursuit	Dk	Focus Energy	N
Seel	21	Water	9	11	9	12	9	Whirlpool	W	Rest	Ps	Aurora Beam	I	Headbutt	N
Sentret	19	Normal	10	9	9	10	8	Headbutt	N	Swagger	N	Shadow Ball	Gh	Fury Cutter	B
Shellder	18	Water	12	15	10	8	9	Clamp	W	Withdraw	W	Icy Wind	I	Supersonic	N
Slowpoke	24	Water/Psychic	12	12	9	9	7	Water Gun	W	Amnesia	Ps	Confusion	Ps	Headbutt	N
Slugma	19	Fire	9	9	12	9	7	Flamethrower	Fi	Harden	N	Rock Throw	R	Smog	Po
Smoochum	20	Ice/Psychic	8	7	14	12	12	Confusion	Ps	Mean Look	N	Powder Snow	I	Sweet Kiss	N
Snubbull	21	Normal	13	10	9	9	8	Take Down	N	Roar	N	Bite	Dk	Scary Face	N
Spearow	19	Normal/Flying	11	8	9	9	12	Drill Peck	Fl	Mirror Move	Fl	Fury Attack	N	Pursuit	Dk
Spinarak	19	Bug/Poison	11	9	9	9	8	Dig	Gd	Spider Web	B	Leech Life	B	Toxic	Po
Squirtle	20	Water	10	12	10	12	9	Hydro Pump	W	Tail Whip	N	Rapid Spin	N	Rain Dance	W
Staryu	18	Water	9	11	12	10	13	Bubblebeam	W	Light Screen	Ps	Swift	N	Harden	N
Sunkern	19	Grass	9	9	9	9	9	Giga Drain	Gr	Growth	N	Sludge Bomb	Ps	Flash	N
Swinub	20	Ice/Ground	10	9	8	8	10	Blizzard	I	Mist	I	Mud-Slap	Gd	Swagger	N
Teddiursa	21	Normal	13	10	10	10	9	Thrash	N	Leer	N	Faint Attack	Dk	Lick	Gh
Tentacool	19	Water/Poison	9	9	10	15	12	Bubblebeam	W	Supersonic	N	Acid	Po	Barrier	Ps
Togepi	19	Normal	7	12	9	12	7	Double-Edge	N	Charm	N	Rollout	R	Metronome	N
Totodile	20	Water	12	12	10	10	9	Surf	W	Leer	N	Cut	N	Scary Face	N
Tyrogue	19	Fighting	9	9	9	9	9	Rock Smash	Ft	Attract	N	Strength	N	Swagger	N
Venonat	21	Bug/Poison	11	10	9	11	10	Sludge Bomb	Po	Foresight	N	Confusion	Ps	Leech Life	B
Voltorb	19	Electric	8	10	10	10	15	Thunder	E	Curse	?	Rollout	R	Mirror Coat	Ps
Vulpix	19	Fire	9	9	10	12	12	Fire Spin	Fi	Attract	N	Quick Attack	N	Confuse Ray	Gh
Weedle	20	Bug/Poison	9	9	8	8	11	Poison Sting	Po	—	—	String Shot	B	—	—
Wooper	21	Water/Ground	10	10	8	8	7	Surf	W	Haze	I	Dig	Gd	Mist	I
Zubat	19	Poison/Flying	10	9	8	9	11	Wing Attack	Fl	Toxic	Po	Bite	Dk	Supersonic	N

LEVEL 50 RENTAL POKÉMON

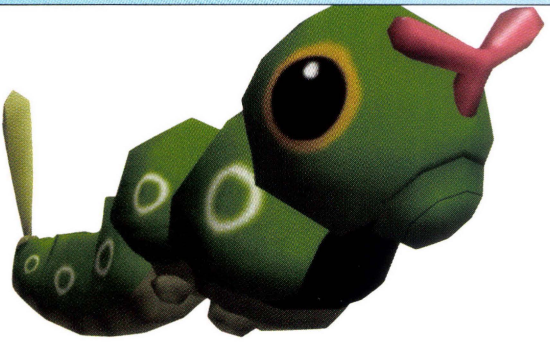
NAME	HP	TYPE	ATK	DEF	SATK	SDEF	SPD	MOVE 1	TYPE	MOVE 2	TYPE	MOVE 3	TYPE	MOVE 4	TYPE
Abra	115	Psychic	55	51	140	90	126	Psychic	Ps	Attract	N	Ice Punch	I	Swagger	N
Aerodactyl	158	Rock/Flying	128	88	83	98	152	Ancientpower	R	Supersonic	N	Bite	Dk	Curse	?
Aipom	142	Normal	103	87	72	87	117	Strength	N	Agility	Ps	Double Team	N	Baton Pass	N
Alakazam	136	Psychic	77	72	161	111	146	Psybeam	Ps	Kinesis	Ps	Future Sight	Ps	Thief	Dk
Ampharos	169	Electric	100	100	139	114	79	Zap Cannon	E	Flash	N	Dynamicpunch	Ft	Swift	N
Arbok	145	Poison	116	99	95	109	111	Sludge Bomb	Po	Glare	N	Bite	Dk	Dig	Gd
Arcanine	164	Fire	129	99	119	99	114	Flame Wheel	Fi	Roar	N	Extremespeed	N	Leer	N
Ariados	157	Bug/Poison	123	102	92	92	72	Sludge Bomb	Po	Spider Web	B	Protect	N	Toxic	Po
Articuno	155	Ice/Flying	94	110	105	135	94	Blizzard	I	Curse	?	Razor Wind	N	Mimic	N
Azumarill	185	Water	81	110	80	110	81	Waterfall	W	Rain Dance	W	Icy Wind	I	Defense Curl	N
Bayleef	145	Grass	93	110	93	110	91	Razor Leaf	Gr	Synthesis	Gr	Body Slam	N	Safeguard	N
Beedrill	152	Bug/Poison	113	72	77	112	107	Twineedle	B	Focus Energy	N	Sludge Bomb	Po	Pursuit	Dk
Bellossom	156	Grass	107	112	116	126	76	Petal Dance	Gr	Attract	N	Cut	N	Poisonpowder	Po
Bellsprout	140	Grass/Poison	110	71	105	65	78	Giga Drain	Gr	Growth	N	Sludge Bomb	Po	Toxic	Po
Blastoise	157	Water	106	123	108	128	100	Hydro Pump	W	Withdraw	W	Rapid Spin	N	Mud-Slap	Gd
Blissey	333	Normal	33	33	98	158	77	Egg Bomb	N	Flash	N	Thunder	E	Defense Curl	N
Bulbasaur	135	Grass/Poison	84	85	100	100	81	Razor Leaf	Gr	Growth	N	Headbutt	N	Toxic	Po
Butterfree	147	Bug/Flying	78	82	112	112	102	Gust	Fl	Stun Spore	Gr	Psychic	Ps	Hyper Beam	N
Caterpie	139	Bug	69	74	61	61	85	Tackle	N	—	—	String Shot	B	—	—
Chansey	331	Normal	32	32	61	131	76	Egg Bomb	N	Sing	N	Blizzard	I	Dream Eater	Ps
Charizard	156	Fire/Flying	107	101	132	108	122	Fire Punch	Fi	Scary Face	N	Wing Attack	Fl	Growl	N
Charmander	129	Fire	87	79	95	85	101	Flamethrower	Fi	Sunny Day	Fi	Slash	N	Dragonbreath	D
Charmeleon	143	Fire	95	88	110	95	111	Fire Blast	Fi	Smokescreen	N	Strength	N	Dig	Gd
Chikorita	135	Grass	84	101	84	100	81	Giga Drain	Gr	Toxic	Po	Body Slam	N	Light Screen	Ps
Chinchou	165	Water/Electric	73	74	91	91	103	Surf	W	Confuse Ray	Gh	Thunder	E	Rain Dance	W
Clefable	176	Normal	97	100	111	116	86	Metronome	N	Encore	N	Headbutt	N	Ice Punch	I
Clefairy	160	Normal	80	84	95	100	71	Metronome	N	Moonlight	N	Strength	N	Psychic	Ps
Cleffa	144	Normal	64	67	86	96	55	Headbutt	N	Sweet Kiss	N	Psychic	Ps	Encore	N
Cloyster	128	Water/Ice	118	203	108	68	92	Clamp	W	Withdraw	W	Aurora Beam	I	Spike Cannon	N
Corsola	142	Water/Rock	88	117	87	117	67	Surf	W	Attract	N	Ancientpower	R	Mirror Coat	Ps
Crobat	163	Poison/Flying	113	103	93	103	152	Fly	Fl	Supersonic	N	Bite	Dk	Leech Life	B
Croconaw	150	Water	111	110	89	93	89	Surf	W	Scary Face	N	Ice Punch	I	Slash	N
Cubone	140	Ground	85	131	75	85	71	Bonemerang	Gd	Focus Energy	N	Headbutt	N	Icy Wind	I
Cyndaquil	129	Fire	87	79	95	85	101	Flamethrower	Fi	Sunny Day	Fi	Headbutt	N	Dig	Gd
Delibird	135	Ice/Flying	90	81	100	80	111	Present	N	Double Team	N	Blizzard	I	Fly	Fl
Dewgong	171	Water/Ice	97	107	96	121	96	Waterfall	W	Rest	Ps	Aurora Beam	I	Sleep Talk	N
Diglett	102	Ground	92	63	72	82	132	Earthquake	Gd	Sand-Attack	Gd	Slash	N	Fissure	Gd
Ditto	138	Normal	83	84	83	83	84	Transform	N	—	—	—	—	—	—
Dodrio	141	Normal/Flying	137	97	86	86	126	Fly	Fl	Growl	N	Tri Attack	N	Pursuit	Dk
Doduo	125	Normal/Flying	120	81	70	70	111	Drill Peck	Fl	Double Team	N	Tri Attack	N	Steel Wing	S
Donphan	169	Ground	145	145	84	84	74	Earthquake	Gd	Growl	N	Rapid Spin	N	Sandstorm	R
Dragonair	146	Dragon	115	95	100	100	101	Dragonbreath	D	Thunder Wave	E	Headbutt	N	Fire Blast	Fi
Dragonite	151	Dragon/Flying	139	100	105	105	85	Fly	Fl	Leer	N	Dragon Rage	D	Rock Smash	Ft
Dratini	131	Dragon	99	81	85	85	86	Outrage	D	Thunder Wave	E	Headbutt	N	Safeguard	N
Drowzee	150	Psychic	83	81	78	125	78	Psychic	Ps	Hypnosis	Ps	Headbutt	N	Dream Eater	Ps
Dugtrio	120	Ground	111	80	80	100	151	Magnitude	Gd	Curse	?	Slash	N	Attract	N
Dunsparce	185	Normal	101	100	95	95	76	Strength	N	Glare	N	Dig	Gd	Attract	N
Eevee	145	Normal	90	86	80	100	91	Take Down	N	Sand-Attack	Gd	Iron Tail	S	Shadow Ball	Gh
Ekans	127	Poison	97	82	77	91	92	Sludge Bomb	Po	Glare	N	Earthquake	Gd	Strength	N
Electabuzz	146	Electric	110	84	121	111	131	Thunderpunch	E	Leer	N	Swift	N	Light Screen	Ps
Electrode	141	Electric	77	97	106	106	166	Thunder	E	Flash	N	Swift	N	Sonicboom	N
Elekid	132	Electric	96	69	97	87	127	Thunderbolt	E	Light Screen	Ps	Headbutt	N	Screech	N
Entei	182	Fire	127	97	102	87	112	Fire Blast	Fi	Roar	N	Rock Smash	Ft	Leer	N
Espeon	143	Psychic	88	83	153	118	132	Psybeam	Ps	Psych Up	N	Swift	N	Tail Whip	N
Exeggcute	150	Grass/Psychic	75	116	95	80	76	Psychic	Ps	Leech Seed	Gr	Giga Drain	Gr	Stun Spore	Gr
Exeggutor	173	Grass/Psychic	118	108	148	88	77	Egg Bomb	N	Sleep Powder	Gr	Confusion	Ps	Nightmare	Gh
Farfetch'd	139	Normal/Flying	98	87	90	94	92	Slash	N	Swords Dance	N	Fly	Fl	Steel Wing	S
Fearow	150	Normal/Flying	121	95	91	91	131	Drill Peck	Fl	Toxic	Po	Hyper Beam	N	Pursuit	Dk
Feraligtr	159	Water	123	119	98	102	97	Water Gun	W	Leer	N	Dig	Gd	Dynamicpunch	Ft
Flaaffy	157	Electric	88	87	112	92	77	Thunderpunch	E	Light Screen	Ps	Fire Punch	Fi	Cotton Spore	Gr
Flareon	143	Fire	153	83	118	133	87	Fire Blast	Fi	Tail Whip	N	Smog	Po	Quick Attack	N
Forretress	156	Bug/Steel	117	167	86	86	66	Strength	N	Spikes	Gd	Rollout	R	Sandstorm	R
Furret	170	Normal	107	94	75	85	121	Strength	N	Amnesia	Ps	Ice Punch	I	Thunderpunch	E
Gastly	120	Ghost/Poison	70	66	135	70	116	Shadow Ball	Gh	Confuse Ray	Gh	Psychic	Ps	Curse	?
Gengar	139	Ghost/Poison	90	85	154	99	134	Night Shade	Gh	Hypnosis	Ps	Thief	Dk	Nightmare	Gh
Geodude	130	Rock/Ground	115	136	65	65	56	Earthquake	Gd	Defense Curl	N	Rollout	R	Explosion	N
Girafarig	151	Normal/Psychic	107	92	116	91	111	Psychic	Ps	Agility	Ps	Stomp	N	Baton Pass	N
Gligar	150	Ground/Flying	108	135	65	85	116	Slash	N	Sand-Attack	Gd	Faint Attack	Dk	Iron Tail	S
Gloom	147	Grass/Poiq	98	102	117	107	72	Solarbeam	Gr	Sunny Day	Fi	Sludge Bomb	Po	Sleep Powder	Gr
Golbat	156	Poison/Flying	107	97	91	101	116	Wing Attack	Fl	Haze	I	Bite	Dk	Steel Wing	S
Goldeen	135	Water	102	96	70	85	99	Surf	W	Supersonic	N	Horn Attack	N	Horn Drill	N
Golduck	158	Water	105	101	118	103	107	Waterfall	W	Psych Up	N	Fury Swipes	N	Confusion	Ps
Golem	161	Rock/Ground	137	157	81	91	71	Magnitude	Gd	Harden	N	Rock Throw	R	Rock Smash	Ft
Granbull	173	Normal	149	103	88	88	74	Headbutt	N	Scary Face	N	Dynamicpunch	Ft	Bite	Dk
Graveler	142	Rock/Ground	128	147	77	77	67	Earthquake	Gd	Sandstorm	R	Rollout	R	Selfdestruct	N
Grimer	170	Poison	115	86	75	85	61	Sludge Bomb	Po	Screech	N	Frustration	N	Toxic	Po
Growlithe	142	Fire	103	77	102	82	92	Flamethrower	Fi	Roar	N	Dig	Gd	Sunny Day	Fi
Gyarados	173	Water/Flying	148	102	83	123	103	Waterfall	W	Leer	N	Dragon Rage	D	Twister	D
Haunter	130	Ghost/Poison	81	75	145	85	126	Shadow Ball	Gh	Destiny Bond	Gh	Giga Drain	Gr	Spite	Gh
Heracross	158	Bug/Fighting	148	98	63	118	107	Reversal	Ft	Endure	N	Cut	N	Counter	Ft
Hitmonchan	133	Fighting	134	107	63	138	105	Mach Punch	Ft	Counter	Ft	Strength	N	Ice Punch	I
Hitmonlee	133	Fighting	149	81	63	138	116	Hi Jump Kick	Ft	Meditate	Ps	Mega Kick	N	Mud-Slap	Gd
Hitmontop	136	Fighting	127	126	66	141	102	Triple Kick	Ft	Counter	Ft	Strength	N	Focus Energy	N
Hoothoot	152	Normal/Flying	67	68	73	93	87	Fly	Fl	Hypnosis	Ps	Swift	N	Dream Eater	Ps
Hoppip	129	Grass/Flying	74	79	76	96	90	Giga Drain	Gr	Sleep Powder	Gr	Headbutt	N	Leech Seed	Gr
Horsea	122	Water	77	108	107	62	97	Hydro Pump	W	Smokescreen	N	Blizzard	I	Rain Dance	W

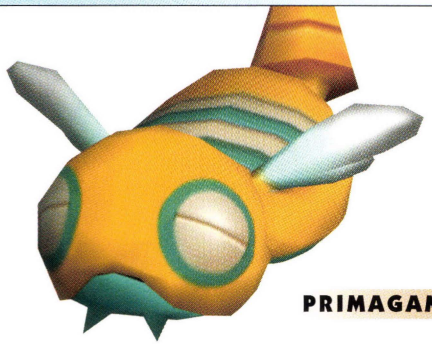
LEVEL 50 RENTAL POKÉMON (CONTINUED)

NAME	HP	TYPE	ATK	DEF	SATK	SDEF	SPD	MOVE 1	TYPE	MOVE 2	TYPE	MOVE 3	TYPE	MOVE 4	TYPE
Houndoom	154	Dark/Fire	115	75	134	104	119	Ember	Fi	Roar	N	Bite	Dk	Swift	N
Houndour	135	Dark/Fire	95	66	115	85	101	Flamethrower	Fi	Sunny Day	Fi	Crunch	Dk	Sludge Bomb	Po
Hypno	166	Psychic	100	97	99	141	93	Confusion	Ps	Hypnosis	Ps	Dream Eater	Ps	Psych Up	N
Igglybuff	184	Normal	69	54	81	61	55	Headbutt	N	Sweet Kiss	N	Dream Eater	Ps	Sing	N
Ivysaur	145	Grass/Poison	93	93	110	110	91	Solarbeam	Gr	Sunny Day	Fi	Fury Cutter	B	Leech Seed	Gr
Jigglypuff	207	Normal	82	58	82	62	57	Body Slam	N	Sing	N	Rollout	R	Defense Curl	N
Jolteon	143	Electric	88	83	133	118	152	Zap Cannon	E	Sand-Attack	Gd	Pin Missile	B	Double Kick	Ft
Jumpluff	158	Grass/Flying	84	98	83	113	139	Mega Drain	Gr	Leech Seed	Gr	Headbutt	N	Stun Spore	Gr
Jynx	146	Ice/Psychic	77	62	141	121	121	Ice Punch	I	Mean Look	N	Confusion	Ps	Lick	Gh
Kabuto	117	Rock/Water	113	122	87	77	87	Rollout	R	Attract	N	Giga Drain	Gr	Blizzard	I
Kabutops	141	Rock/Water	142	132	91	96	106	Headbutt	N	Endure	N	Surf	W	Leer	N
Kadabra	125	Psychic	66	60	150	100	136	Psychic	Ps	Kinesis	Ps	Thunderpunch	E	Reflect	Ps
Kakuna	139	Bug/Poison	64	89	66	66	75	Harden	N	—	—	—	—	—	—
Kangaskhan	186	Normal	122	107	66	106	116	Dizzy Punch	N	Leer	N	Bite	Dk	Surf	W
Kingdra	153	Water/Dragon	118	118	118	118	107	Waterfall	W	Leer	N	Twister	D	Frustration	N
Kingler	136	Water	157	142	76	76	101	Crabhammer	W	Leer	N	Vicegrip	N	Guillotine	N
Koffing	130	Poison	100	131	95	80	71	Sludge Bomb	Po	Toxic	Po	Fire Blast	Fi	Explosion	N
Krabby	120	Water	140	126	60	60	86	Crabhammer	W	Guillotine	N	Strength	N	Blizzard	I
Lanturn	206	Water/Electric	85	85	102	102	93	Hydro Pump	W	Supersonic	N	Spark	E	Flail	N
Lapras	208	Water/Ice	108	103	108	118	82	Whirlpool	W	Mist	I	Icy Wind	I	Perish Song	N
Larvitar	142	Rock/Ground	101	88	82	87	78	Rock Slide	R	Swagger	N	Earthquake	Gd	Hyper Beam	N
Ledian	142	Bug/Flying	68	82	87	142	117	Giga Drain	Gr	Supersonic	N	Dig	Gd	Hyper Beam	N
Ledyba	132	Bug/Flying	57	68	77	117	92	Double-Edge	N	Safeguard	N	Ice Punch	I	Reflect	Ps
Lickitung	177	Normal	88	107	92	107	62	Hyper Beam	N	Supersonic	N	Shadow Ball	Gh	Surf	W
Machamp	170	Fighting	155	105	90	110	79	Submission	Ft	Scary Face	N	Fire Punch	Fi	Thunderpunch	E
Machoke	165	Fighting	131	100	80	90	76	Vital Throw	Ft	Foresight	N	Strength	N	Dig	Gd
Machop	160	Fighting	115	86	70	70	71	Cross Chop	Ft	Double Team	N	Seismic Toss	Ft	Earthquake	Gd
Magby	132	Fire	108	69	102	87	115	Flamethrower	Fi	Sunny Day	Fi	Iron Tail	S	Confuse Ray	Gh
Magcargo	135	Fire/Rock	81	150	110	110	61	Fire Blast	Fi	Amnesia	Ps	Rock Slide	R	Smog	Po
Magikarp	114	Water	49	94	56	61	120	Tackle	N	—	—	Flail	N	Splash	N
Magmar	146	Fire	122	84	126	111	119	Fire Punch	Fi	Confuse Ray	Gh	Smog	Po	Smokescreen	N
Magnemite	115	Electric/Steel	70	106	130	90	81	Thunder	E	Thunder Wave	E	Frustration	N	Supersonic	N
Magneton	131	Electric/Steel	87	122	146	96	96	Thunder	E	Thunder Wave	E	Swift	N	Flash	N
Mankey	130	Fighting	115	71	70	80	106	Cross Chop	Ft	Screech	N	Strength	N	Double Team	N
Mantine	146	Water/Flying	67	97	106	166	96	Wing Attack	Fl	Supersonic	N	Waterfall	W	Take Down	N
Mareep	147	Electric	77	78	102	82	72	Thunder	E	Thunder Wave	E	Headbutt	N	Light Screen	Ps
Marill	164	Water	59	89	61	91	80	Surf	W	Swagger	N	Rollout	R	Defense Curl	N
Marowak	145	Ground	111	140	80	110	76	Bone Rush	Gd	Focus Energy	N	Thrash	N	Thunderpunch	E
Meganium	158	Grass	105	123	106	123	102	Solarbeam	Gr	Reflect	Ps	Strength	N	Poisonpowder	Po
Meowth	132	Normal	82	73	77	77	127	Slash	N	Screech	N	Faint Attack	Dk	Shadow Ball	Gh
Metapod	144	Bug	59	94	66	66	70	Harden	N	—	—	—	—	—	—
Miltank	176	Normal	107	132	66	96	126	Stomp	N	Bide	N	Ice Punch	I	Attract	N
Misdreavus	145	Ghost	91	90	115	115	116	Shadow Ball	Gh	Pain Split	N	Thunder	E	Psywave	Ps
Moltres	155	Fire/Flying	109	100	135	95	99	Fire Blast	Fi	Endure	N	Sky Attack	Fl	Roar	N
Mr. Mime	121	Psychic	72	92	126	146	116	Psybeam	Ps	Substitute	N	Barrier	Ps	Baton Pass	N
Muk	184	Poison	130	100	89	124	74	Sludge	Po	Acid Armor	Po	Dynamicpunch	Ft	Disable	N
Murkrow	145	Dark/Flying	116	72	115	72	122	Faint Attack	Dk	Haze	I	Fly	Fl	Night Shade	Gh
Natu	130	Psychic/Flying	85	81	105	80	106	Psychic	Ps	Confuse Ray	Gh	Future Sight	Ps	Night Shade	Gh
Nidoking	162	Poison/Ground	119	104	111	101	111	Horn Attack	N	Horn Drill	N	Mud-Slap	Gd	Thunder	E
Nidoqueen	171	Poison/Ground	109	114	101	111	102	Body Slam	N	Toxic	Po	Mud-Slap	Gd	Ice Punch	I
Nidoran♀	147	Poison	84	90	77	77	78	Headbutt	N	Toxic	Po	Iron Tail	S	Blizzard	I
Nidoran♂	138	Poison	94	78	77	77	87	Headbutt	N	Horn Drill	N	Iron Tail	S	Thunder	E
Nidorina	157	Poison	95	99	87	87	88	Strength	N	Toxic	Po	Bite	Dk	Blizzard	I
Nidorino	148	Poison	105	89	87	87	97	Strength	N	Horn Drill	N	Double Kick	Ft	Thunder	E
Ninetales	151	Fire	99	98	104	123	122	Fire Blast	Fi	Roar	N	Quick Attack	N	Safeguard	N
Noctowl	185	Normal/Flying	81	80	106	126	101	Fly	Fl	Foresight	N	Take Down	N	Confusion	Ps
Octillery	156	Water	132	102	131	101	71	Octazooka	W	Lock-on	N	Hyper Beam	N	Focus Energy	N
Oddish	135	Grass/Poison	85	91	110	100	66	Giga Drain	Gr	Stun Spore	Gr	Sludge Bomb	Po	Moonlight	N
Omanyte	122	Rock/Water	73	132	122	87	67	Surf	W	Protect	N	Ancientpower	R	Blizzard	I
Omastar	151	Rock/Water	87	152	141	96	81	Water Gun	W	Bite	Dk	Ancientpower	R	Spike Cannon	N
Onix	122	Rock/Ground	78	192	62	77	102	Earthquake	Gd	Sandstorm	R	Rock Throw	R	Strength	N
Paras	127	Bug/Grass	107	93	82	92	62	Giga Drain	Gr	Growth	N	Slash	N	Spore	Gr
Parasect	145	Bug/Grass	126	110	90	110	61	Giga Drain	Gr	Spore	Gr	Slash	N	Fury Cutter	B
Persian	150	Normal	101	90	95	95	146	Headbutt	N	Growl	N	Bite	Dk	Roar	N
Phanpy	180	Ground	95	96	75	75	76	Earthquake	Gd	Swagger	N	Double-Edge	N	Double Team	N
Pichu	114	Electric	79	54	76	76	100	Thunder	E	Sweet Kiss	N	Headbutt	N	Attract	N
Pidgeot	164	Normal/Flying	107	102	96	96	117	Fly	Fl	Whirlwind	N	Swift	N	Steel Wing	S
Pidgeotto	153	Normal/Flying	95	91	85	85	107	Fly	Fl	Mirror Move	Fl	Frustration	N	Steel Wing	S
Pidgey	132	Normal/Flying	82	78	72	72	93	Fly	Fl	Sand-Attack	Gd	Return	N	Steel Wing	S
Pikachu	125	Electric	90	66	85	75	126	Thunderbolt	E	Thunder Wave	E	Headbutt	N	Iron Tail	S
Piloswine	183	Ice/Ground	129	108	88	88	79	Icy Wind	I	Mist	I	Earthquake	Gd	Fury Attack	N
Pineco	142	Bug	102	128	72	72	52	Double-Edge	N	Spikes	Gd	Giga Drain	Gr	Explosion	N
Pinsir	144	Bug	150	125	79	94	109	Fury Cutter	B	Focus Energy	N	Vicegrip	N	Submission	Ft
Politoed	169	Water	100	100	114	124	94	Whirlpool	W	Swagger	N	Icy Wind	I	Perish Song	N
Poliwag	130	Water	85	76	75	75	126	Hydro Pump	W	Rain Dance	W	Body Slam	N	Hypnosis	Ps
Poliwhirl	152	Water	98	97	82	82	122	Surf	W	Rest	Ps	Snore	N	Belly Drum	N
Poliwrath	168	Water/Fighting	108	118	93	113	92	Dynamicpunch	Ft	Mind Reader	N	Hydro Pump	W	Doubleslap	N
Ponyta	135	Fire	116	85	95	95	121	Fire Blast	Fi	Sunny Day	Fi	Headbutt	N	Iron Tail	S
Porygon	152	Normal	93	102	117	107	72	Tri Attack	N	Conversion 2	N	Blizzard	I	Sharpen	N
Porygon2	163	Normal	103	113	128	118	82	Swift	N	Conversion	N	Zap Cannon	E	Thief	Dk
Primeape	146	Fighting	132	87	86	96	121	Cross Chop	Ft	Focus Energy	N	Dig	Gd	Curse	?
Psyduck	140	Water	87	84	100	85	91	Surf	W	Psych Up	N	Dig	Gd	Swagger	N
Pupitar	155	Rock/Ground	115	100	95	100	82	Rock Slide	R	Screech	N	Dig	Gd	Hyper Beam	N
Quagsire	180	Water/Ground	116	115	95	95	66	Surf	W	Amnesia	Ps	Dig	Gd	Slam	N
Quilava	143	Fire	95	88	110	95	111	Fire Blast	Fi	Smokescreen	N	Rollout	R	Strength	N
Qwilfish	150	Water/Poison	126	105	85	85	116	Sludge Bomb	Po	Minimize	N	Hydro Pump	W	Pin Missile	B

LEVEL 50 RENTAL POKÉMON (CONTINUED)

NAME	HP	TYPE	ATK	DEF	SATK	SDEF	SPD	MOVE 1	TYPE	MOVE 2	TYPE	MOVE 3	TYPE	MOVE 4	TYPE
Raichu	141	Electric	117	82	116	106	126	Thunder	E	Tail Whip	N	Quick Attack	N	Thunder Wave	E
Raikou	160	Electric	100	90	130	115	130	Spark	E	Roar	N	Quick Attack	N	Flash	N
Rapidash	144	Fire	125	95	104	104	129	Fire Spin	Fi	Toxic	Po	Stomp	N	Attract	N
Raticate	140	Normal	112	90	80	100	128	Super Fang	N	Scary Face	N	Hyper Fang	N	Pursuit	Dk
Rattata	122	Normal	93	73	62	72	109	Super Fang	N	Focus Energy	N	Headbutt	N	Shadow Ball	Gh
Remoraid	127	Water	102	73	102	72	102	Surf	W	Lock-on	N	Ice Beam	I	Hyper Beam	N
Rhydon	186	Ground/Rock	157	147	71	71	66	Dig	Gd	Scary Face	N	Stomp	N	Zap Cannon	E
Rhyhorn	170	Ground/Rock	120	131	65	65	61	Earthquake	Gd	Scary Face	N	Rollout	R	Iron Tail	S
Sandshrew	140	Ground	110	121	55	65	76	Earthquake	Gd	Sandstorm	R	Slash	N	Fury Cutter	B
Sandslash	156	Ground	127	137	71	81	91	Earthquake	Gd	Sandstorm	R	Fury Swipes	N	Sand-Attack	Gd
Scizor	149	Bug/Steel	155	125	79	104	89	Metal Claw	S	Leer	N	Cut	N	Agility	Ps
Scyther	149	Bug/Flying	135	105	79	104	129	Wing Attack	Fl	Focus Energy	N	Pursuit	Dk	Swift	N
Seadra	140	Water	96	125	125	75	116	Surf	W	Smokescreen	N	Dragonbreath	D	Swift	N
Seaking	163	Water	121	93	93	108	97	Waterfall	W	Supersonic	N	Flail	N	Horn Drill	N
Seel	155	Water	80	91	80	105	81	Surf	W	Safeguard	N	Ice Beam	I	Headbutt	N
Sentret	129	Normal	85	73	76	86	60	Headbutt	N	Defense Curl	N	Shadow Ball	Gh	Rollout	R
Shellder	120	Water	100	136	80	60	76	Surf	W	Supersonic	N	Ice Beam	I	Swift	N
Shuckle	105	Bug/Rock	41	260	40	260	36	Sludge Bomb	Po	Sandstorm	R	Rollout	R	Bide	N
Skarmory	146	Steel/Flying	107	167	66	96	96	Steel Wing	S	Agility	Ps	Fly	Fl	Fury Attack	N
Skiploom	145	Grass/Flying	80	86	80	100	116	Solarbeam	Gr	Sunny Day	Fi	Headbutt	N	Synthesis	Gr
Slowbro	178	Water/Psychic	104	138	128	108	59	Surf	W	Growl	N	Confusion	Ps	Disable	N
Slowking	176	Water/Psychic	102	107	126	136	56	Psychic	Ps	Growl	N	Water Gun	W	Disable	N
Slowpoke	180	Water/Psychic	100	101	75	75	51	Surf	W	Amnesia	Ps	Psychic	Ps	Earthquake	Gd
Slugma	134	Fire	79	79	111	81	60	Flamethrower	Fi	Amnesia	Ps	Rock Slide	R	Body Slam	N
Smeargle	149	Normal	59	74	61	86	115	Body Slam	N	Confuse Ray	Gh	Mach Punch	Ft	Flamethrower	Fi
Smoochum	135	Ice/Psychic	65	51	120	100	101	Psychic	Ps	Sweet Kiss	N	Blizzard	I	Sing	N
Sneasel	140	Dark/Ice	126	85	65	105	146	Ice Punch	I	Screech	N	Faint Attack	Dk	Headbutt	N
Snorlax	238	Normal	133	88	88	133	52	Headbutt	N	Curse	?	Fire Punch	Fi	Defense Curl	N
Snubbull	152	Normal	117	88	77	77	67	Strength	N	Swagger	N	Shadow Ball	Gh	Charm	N
Spearow	132	Normal/Flying	97	68	68	68	107	Drill Peck	Fl	Mirror Move	Fl	Frustration	N	Steel Wing	S
Spinarak	134	Bug/Poison	99	79	81	81	70	Sludge Bomb	Po	Night Shade	Gh	Leech Life	B	Dig	Gd
Squirtle	134	Water	83	101	85	99	79	Surf	W	Rain Dance	W	Bite	Dk	Blizzard	I
Stantler	154	Normal	122	89	111	91	111	Stomp	N	Hypnosis	Ps	Dream Eater	Ps	Mud-Slap	Gd
Starmie	138	Water/Psychic	98	108	123	108	137	Waterfall	W	Harden	N	Zap Cannon	E	Rapid Spin	N
Staryu	120	Water	80	91	105	90	121	Psychic	Ps	Recover	N	Hydro Pump	W	Thunder	E
Steelix	153	Steel/Ground	108	223	78	88	52	Iron Tail	S	Sandstorm	R	Mud-Slap	Gd	Rock Throw	R
Sudowoodo	155	Rock	131	145	60	95	61	Rock Slide	R	Mimic	N	Dig	Gd	Strength	N
Suicune	170	Water	90	130	105	130	100	Bubblebeam	W	Roar	N	Gust	Fl	Curse	?
Sunflora	160	Grass	106	85	135	115	61	Razor Leaf	Gr	Growth	N	Hyper Beam	N	Toxic	Po
Sunkern	124	Grass	69	69	71	71	70	Giga Drain	Gr	Growth	N	Sludge Bomb	Po	Attract	N
Swinub	144	Ice/Ground	89	79	71	71	90	Blizzard	I	Mist	I	Earthquake	Gd	Strength	N
Tangela	150	Grass	86	145	130	70	91	Giga Drain	Gr	Growth	N	Thief	Dk	Sleep Powder	Gr
Tauros	156	Normal	127	122	66	96	136	Horn Attack	N	Scary Face	N	Pursuit	Dk	Rock Smash	Ft
Teddiursa	150	Normal	115	86	85	85	76	Slash	N	Attract	N	Faint Attack	Dk	Earthquake	Gd
Tentacool	130	Water/Poison	75	71	85	135	106	Surf	W	Screech	N	Sludge Bomb	Po	Blizzard	I
Tentacruel	158	Water/Poison	93	88	103	143	122	Bubblebeam	W	Barrier	Ps	Sludge Bomb	Po	Wrap	N
Togepi	129	Normal	59	104	81	106	60	Headbutt	N	Sweet Kiss	N	Metronome	N	Attract	N
Togetic	140	Normal/Flying	71	115	110	135	71	Fly	Fl	Charm	N	Double-Edge	N	Metronome	N
Totodile	140	Water	100	100	79	83	79	Surf	W	Screech	N	Blizzard	I	Slash	N
Typhlosion	156	Fire	107	101	132	108	122	Flame Wheel	Fi	Smokescreen	N	Swift	N	Rock Smash	Ft
Tyranitar	160	Rock/Dark	139	115	100	105	66	Bite	Dk	Sandstorm	R	Mud-Slap	Gd	Leer	N
Tyrogue	129	Fighting	74	74	76	76	75	Rock Smash	Ft	Attract	N	Strength	N	Double Team	N
Umbreon	173	Dark	88	133	83	153	87	Faint Attack	Dk	Mean Look	N	Quick Attack	N	Sand-Attack	Gd
Unown	132	Psychic	107	82	107	83	82	Hidden Power	N	—	—	—	—	—	—
Ursaring	169	Normal	155	100	99	99	79	Dig	Gd	Rest	Ps	Fire Punch	Fi	Snore	N
Vaporeon	208	Water	88	83	133	118	87	Waterfall	W	Sand-Attack	Gd	Quick Attack	N	Acid Armor	Po
Venomoth	153	Bug/Poison	94	89	118	103	118	Sludge Bomb	Po	Foresight	N	Psychic	Ps	Leech Life	B
Venonat	150	Bug/Poison	90	86	75	90	81	Sludge Bomb	Po	Stun Spore	Gr	Psychic	Ps	Supersonic	N
Venusaur	158	Grass/Poison	105	106	123	123	102	Giga Drain	Gr	Growl	N	Tackle	N	Poisonpowder	Po
Victreebel	161	Grass/Poison	132	92	126	86	96	Solarbeam	Gr	Growth	N	Acid	Po	Sleep Powder	Gr
Vileplume	156	Grass/Poison	107	112	126	116	76	Petal Dance	Gr	Poisonpowder	Po	Acid	Po	Sweet Scent	N
Voltorb	130	Electric	65	86	90	90	136	Thunder	E	Rain Dance	W	Selfdestruct	N	Mirror Coat	Ps
Vulpix	130	Fire	78	78	87	102	102	Flamethrower	Fi	Sunny Day	Fi	Dig	Gd	Confuse Ray	Gh
Wartortle	144	Water	94	110	95	110	89	Waterfall	W	Rapid Spin	N	Icy Wind	I	Dig	Gd
Weedle	134	Bug/Poison	74	69	61	61	90	Poison Sting	Po	—	—	String Shot	B	—	—
Weepinbell	152	Grass/Poison	123	82	117	77	87	Razor Leaf	Gr	Growth	N	Sludge Bomb	Po	Stun Spore	Gr
Weezing	146	Poison	117	147	111	96	86	Sludge	Po	Haze	I	Zap Cannon	E	Selfdestruct	N
Wigglytuff	225	Normal	101	75	105	80	76	Double-Edge	N	Sing	N	Fire Punch	Fi	Disable	N
Wobbuffet	275	Psychic	64	88	63	88	64	Counter	Ft	Destiny Bond	Gh	Mirror Coat	Ps	Safeguard	N
Wooper	149	Water/Ground	84	84	66	66	55	Surf	W	Amnesia	Ps	Earthquake	Gd	Ice Punch	I
Xatu	146	Psychic/Flying	102	97	121	96	121	Fly	Fl	Flash	N	Future Sight	Ps	Night Shade	Gh
Yanma	152	Bug/Flying	98	77	107	77	127	Giga Drain	Gr	Double Team	N	Headbutt	N	Swagger	N
Zapdos	155	Electric/Flying	99	95	135	100	109	Thunder	E	Detect	Ft	Rock Smash	Ft	Flash	N
Zubat	134	Poison/Flying	84	74	71	81	95	Wing Attack	Fl	Toxic	Po	Giga Drain	Gr	Confuse Ray	Gh





LEVEL 100 RENTAL POKÉMON

NAME	HP	TYPE	ATK	DEF	SATK	SDEF	SPD	MOVE 1	TYPE	MOVE 2	TYPE	MOVE 3	TYPE	MOVE 4	TYPE
Abra	231	Psychic	116	108	286	186	258	Psychic	Ps	Attract	N	Ice Punch	I	Swagger	N
Aerodactyl	309	Rock/Flying	254	174	164	194	302	Ancientpower	R	Supersonic	N	Bite	Dk	Curse	?
Aipom	284	Normal	211	179	149	179	239	Strength	N	Agility	Ps	Double Team	N	Baton Pass	N
Alakazam	269	Psychic	156	146	324	224	294	Psybeam	Ps	Kinesis	Ps	Future Sight	Ps	Thief	Dk
Ampharos	335	Electric	202	202	280	230	160	Zap Cannon	E	Flash	N	Dynamicpunch	Ft	Swift	N
Arbok	287	Poison	234	200	192	220	224	Sludge Bomb	Po	Glare	N	Bite	Dk	Dig	Gd
Arcanine	325	Fire	260	200	240	200	230	Flame Wheel	Fi	Roar	N	Extremespeed	N	Leer	N
Ariados	314	Bug/Poison	251	209	189	189	149	Sludge Bomb	Po	Spider Web	B	Protect	N	Toxic	Po
Articuno	320	Ice/Flying	205	235	225	285	205	Blizzard	I	Curse	?	Razor Wind	N	Mimic	N
Azumarill	367	Water	164	222	162	222	164	Waterfall	W	Rain Dance	W	Icy Wind	I	Defense Curl	N
Bayleef	287	Grass	188	222	188	222	184	Razor Leaf	Gr	Synthesis	Gr	Body Slam	N	Safeguard	N
Beedrill	304	Bug/Poison	231	149	159	229	219	Twineedle	B	Focus Energy	N	Sludge Bomb	Po	Pursuit	Dk
Bellossom	309	Grass	216	226	234	254	154	Petal Dance	Gr	Attract	N	Cut	N	Poisonpowder	Po
Bellsprout	281	Grass/Poison	226	148	216	136	158	Giga Drain	Gr	Growth	N	Sludge Bomb	Po	Toxic	Po
Blastoise	311	Water	214	248	218	258	202	Hydro Pump	W	Withdraw	W	Rapid Spin	N	Mud-Slap	Gd
Blissey	663	Normal	68	68	198	318	156	Egg Bomb	N	Flash	N	Thunder	E	Defense Curl	N
Bulbasaur	271	Grass/Poison	174	176	206	206	168	Razor Leaf	Gr	Growth	N	Headbutt	N	Toxic	Po
Butterfree	294	Bug/Flying	161	169	229	229	209	Gust	Fl	Stun Spore	Gr	Psychic	Ps	Hyper Beam	N
Caterpie	284	Bug	149	159	133	133	181	Tackle	N	—	—	String Shot	B	—	—
Chansey	659	Normal	66	66	124	264	154	Egg Bomb	N	Sing	N	Blizzard	I	Dream Eater	Ps
Charizard	309	Fire/Flying	216	204	266	218	246	Fire Punch	Fi	Scary Face	N	Wing Attack	Fl	Growl	N
Charmander	259	Fire	180	164	196	176	208	Flamethrower	Fi	Sunny Day	Fi	Slash	N	Dragonbreath	D
Charmeleon	283	Fire	192	178	222	192	224	Fire Blast	Fi	Smokescreen	N	Strength	N	Dig	Gd
Chikorita	271	Grass	174	208	174	206	168	Giga Drain	Gr	Toxic	Po	Body Slam	N	Light Screen	Ps
Chinchou	331	Water/Electric	152	154	188	188	212	Surf	W	Confuse Ray	Gh	Thunder	E	Rain Dance	W
Clefable	349	Normal	196	202	224	234	174	Metronome	N	Encore	N	Headbutt	N	Ice Punch	I
Clefairy	321	Normal	166	174	196	206	148	Metronome	N	Moonlight	N	Strength	N	Psychic	Ps
Cleffa	139	Normal	139	145	183	203	121	Headbutt	N	Sweet Kiss	N	Psychic	Ps	Encore	N
Cloyster	253	Water/Ice	238	408	218	138	186	Clamp	W	Withdraw	W	Aurora Beam	I	Spike Cannon	N
Corsola	284	Water/Rock	181	239	199	239	139	Surf	W	Attract	N	Ancientpower	R	Mirror Coat	Ps
Crobat	323	Poison/Flying	228	208	188	208	306	Fly	Fl	Supersonic	N	Bite	Dk	Leech Life	B
Croconaw	297	Water	224	222	180	188	180	Surf	W	Scary Face	N	Ice Punch	I	Slash	N
Cubone	281	Ground	176	268	158	176	148	Bonemerang	Gd	Focus Energy	N	Headbutt	N	Icy Wind	I
Cyndaquil	259	Fire	180	164	196	176	208	Flamethrower	Fi	Sunny Day	Fi	Headbutt	N	Dig	Gd
Delibird	271	Ice/Flying	186	168	208	166	228	Present	N	Double Team	N	Blizzard	I	Fly	Fl
Dewgong	339	Water/Ice	196	216	194	244	194	Waterfall	W	Rest	Ps	Aurora Beam	I	Sleep Talk	N
Diglett	208	Ground	193	135	153	173	273	Earthquake	Gd	Sand-Attack	Gd	Slash	N	Fissure	Gd
Ditto	277	Normal	172	174	172	172	174	Transform	N	—	—	—	—	—	—
Dodrio	279	Normal/Flying	276	196	174	174	254	Fly	Fl	Growl	N	Tri Attack	N	Pursuit	Dk
Doduo	251	Normal/Flying	246	168	146	146	220	Drill Peck	Fl	Double Team	N	Tri Attack	N	Steel Wing	S
Donphan	335	Ground	292	292	170	170	150	Earthquake	Gd	Growl	N	Rapid Spin	N	Sandstorm	R
Dragonair	289	Dragon	232	192	202	202	204	Dragonbreath	D	Thunder Wave	E	Headbutt	N	Fire Blast	Fi
Dragonite	325	Dragon/Flying	306	228	238	238	198	Fly	Fl	Leer	N	Dragon Rage	D	Rock Smash	Ft
Dratini	263	Dragon	204	168	176	176	178	Outrage	D	Thunder Wave	E	Headbutt	N	Safeguard	N
Drowzee	301	Psychic	172	168	162	236	162	Psychic	Ps	Hypnosis	Ps	Headbutt	N	Dream Eater	Ps
Dugtrio	237	Ground	224	162	162	202	304	Magnitude	Gd	Curse	?	Slash	N	Attract	N
Dunsparce	367	Normal	204	202	192	192	154	Strength	N	Glare	N	Dig	Gd	Attract	N
Eevee	291	Normal	186	178	166	206	188	Take Down	N	Sand-Attack	Gd	Iron Tail	S	Shadow Ball	Gh
Ekans	258	Poison	203	173	163	191	193	Sludge Bomb	Po	Glare	N	Earthquake	Gd	Strength	N
Electabuzz	289	Electric	222	170	244	224	264	Thunderpunch	E	Leer	N	Swift	N	Light Screen	Ps
Electrode	279	Electric	156	196	214	214	334	Thunder	E	Flash	N	Swift	N	Sonicboom	N
Elekid	264	Electric	197	143	199	179	259	Thunderbolt	E	Light Screen	Ps	Headbutt	N	Screech	N
Entei	370	Fire	265	205	215	185	235	Fire Blast	Fi	Roar	N	Rock Smash	Ft	Leer	N
Espeon	283	Psychic	178	168	308	238	266	Psybeam	Ps	Psych Up	N	Swift	N	Tail Whip	N
Exeggcute	301	Grass/Psychic	156	238	196	166	158	Psychic	Ps	Leech Seed	Gr	Giga Drain	Gr	Stun Spore	Gr
Exeggutor	343	Grass/Psychic	238	218	298	178	156	Egg Bomb	N	Sleep Powder	Gr	Confusion	Ps	Nightmare	Gh
Farfetch'd	278	Normal/Flying	201	179	185	193	189	Slash	N	Swords Dance	N	Fly	Fl	Steel Wing	S
Fearow	297	Normal/Flying	244	192	184	184	264	Drill Peck	Fl	Toxic	Po	Hyper Beam	N	Pursuit	Dk
Feraligtr	323	Water	258	248	206	214	202	Water Gun	W	Leer	N	Dig	Gd	Dynamicpunch	Ft
Flaaffy	314	Electric	181	179	229	189	159	Thunderpunch	E	Light Screen	Ps	Fire Punch	Fi	Cotton Spore	Gr
Flareon	283	Fire	308	168	238	268	176	Fire Blast	Fi	Tail Whip	N	Smog	Po	Quick Attack	N
Forretress	309	Bug/Steel	236	336	174	174	134	Strength	N	Spikes	Gd	Rollout	R	Sandstorm	R
Furret	337	Normal	216	190	152	172	244	Strength	N	Amnesia	Ps	Ice Punch	I	Thunderpunch	E
Gastly	241	Ghost/Poison	146	138	276	146	238	Shadow Ball	Gh	Confuse Ray	Gh	Psychic	Ps	Curse	?
Gengar	275	Ghost/Poison	182	172	310	200	270	Night Shade	Gh	Hypnosis	Ps	Thief	Dk	Nightmare	Gh
Geodude	261	Rock/Ground	236	278	136	136	118	Earthquake	Gd	Defense Curl	N	Rollout	R	Explosion	N
Girafarig	299	Normal/Psychic	216	186	234	184	224	Psychic	Ps	Agility	Ps	Stomp	N	Baton Pass	N
Gligar	297	Ground/Flying	214	272	132	192	234	Slash	N	Sand-Attack	Gd	Faint Attack	Dk	Iron Tail	S
Gloom	294	Grass/Poiq	201	209	239	219	149	Solarbeam	Gr	Sunny Day	Fi	Sludge Bomb	Po	Sleep Powder	Gr
Golbat	309	Poison/Flying	216	196	184	204	234	Wing Attack	Fl	Haze	I	Bite	Dk	Steel Wing	S
Goldeen	271	Water	210	198	146	175	204	Surf	W	Supersonic	N	Horn Attack	N	Horn Drill	N
Golduck	313	Water	212	204	238	208	216	Waterfall	W	Psych Up	N	Fury Swipes	N	Confusion	Ps
Golem	319	Rock/Ground	276	316	164	184	144	Magnitude	Gd	Harden	N	Rock Throw	R	Rock Smash	Ft
Granbull	343	Normal	300	208	178	178	150	Headbutt	N	Scary Face	N	Dynamicpunch	Ft	Bite	Dk
Graveler	284	Rock/Ground	261	299	159	159	139	Earthquake	Gd	Sandstorm	R	Rollout	R	Selfdestruct	N
Grimer	341	Poison	236	178	156	176	128	Sludge Bomb	Po	Screech	N	Frustration	N	Toxic	Po
Growlithe	284	Fire	211	159	209	169	189	Flamethrower	Fi	Roar	N	Dig	Gd	Sunny Day	Fi
Gyarados	343	Water/Flying	298	206	168	248	208	Waterfall	W	Leer	N	Dragon Rage	D	Twister	D
Haunter	257	Ghost/Poison	164	152	292	172	254	Shadow Ball	Gh	Destiny Bond	Gh	Giga Drain	Gr	Spite	Gh
Heracross	313	Bug/Fighting	298	198	128	238	216	Reversal	Ft	Endure	N	Cut	N	Counter	Ft
Hitmonchan	263	Fighting	270	216	128	278	212	Mach Punch	Ft	Counter	Ft	Strength	N	Ice Punch	I
Hitmonlee	263	Fighting	300	164	128	278	234	Hi Jump Kick	Ft	Meditate	Ps	Mega Kick	N	Mud-Slap	Gd
Hitmontop	283	Fighting	270	268	148	298	270	Triple Kick	Ft	Counter	Ft	Strength	N	Focus Energy	N
Hoothoot	308	Normal/Flying	143	145	155	195	183	Fly	Fl	Hypnosis	Ps	Swift	N	Dream Eater	Ps
Hoppip	264	Grass/Flying	159	169	163	203	191	Giga Drain	Gr	Sleep Powder	Gr	Headbutt	N	Leech Seed	Gr
Horsea	248	Water	163	225	223	133	203	Hydro Pump	W	Smokescreen	N	Blizzard	I	Rain Dance	W

LEVEL 100 RENTAL POKÉMON (CONTINUED)

NAME	HP	TYPE	ATK	DEF	SATK	SDEF	SPD	MOVE 1	TYPE	MOVE 2	TYPE	MOVE 3	TYPE	MOVE 4	TYPE
Houndoom	305	Dark/Fire	232	152	270	210	240	Ember	Fi	Roar	N	Bite	Dk	Swift	N
Houndour	271	Dark/Fire	196	138	236	176	208	Flamethrower	Fi	Sunny Day	Fi	Crunch	Dk	Sludge Bomb	Po
Hypno	329	Psychic	202	196	200	284	188	Confusion	Ps	Hypnosis	Ps	Dream Eater	Ps	Psych Up	N
Igglybuff	374	Normal	149	119	173	133	121	Headbutt	N	Sweet Kiss	N	Dream Eater	Ps	Sing	N
Ivysaur	287	Grass/Poison	188	188	222	222	184	Solarbeam	Gr	Sunny Day	Fi	Fury Cutter	B	Leech Seed	Gr
Jigglypuff	418	Normal	173	125	173	133	123	Body Slam	N	Sing	N	Rollout	R	Defense Curl	N
Jolteon	283	Electric	178	168	268	238	306	Zap Cannon	E	Sand-Attack	Gd	Pin Missile	B	Double Kick	Ft
Jumpluff	313	Grass/Flying	170	198	168	228	280	Mega Drain	Gr	Leech Seed	Gr	Headbutt	N	Stun Spore	Gr
Jynx	289	Ice/Psychic	156	126	284	244	244	Ice Punch	I	Mean Look	N	Confusion	Ps	Lick	Gh
Kabuto	234	Rock/Water	231	249	179	159	179	Rollout	R	Attract	N	Giga Drain	Gr	Blizzard	I
Kabutops	279	Rock/Water	286	266	184	194	214	Headbutt	N	Endure	N	Surf	W	Leer	N
Kadabra	247	Psychic	134	122	302	202	274	Psychic	Ps	Kinesis	Ps	Thunderpunch	E	Reflect	Ps
Kakuna	284	Bug/Poison	139	189	143	143	161	Harden	N	—	—	—	—	—	—
Kangaskhan	369	Normal	246	216	134	214	234	Dizzy Punch	N	Leer	N	Bite	Dk	Surf	W
Kingdra	303	Water/Dragon	238	238	238	238	216	Waterfall	W	Leer	N	Twister	D	Frustration	N
Kingler	269	Water	316	286	154	154	204	Crabhammer	W	Leer	N	Vicegrip	N	Guillotine	N
Koffing	261	Poison	206	268	196	166	148	Sludge Bomb	Po	Toxic	Po	Fire Blast	Fi	Explosion	N
Krabby	241	Water	286	258	126	126	178	Crabhammer	W	Guillotine	N	Strength	N	Blizzard	I
Lanturn	409	Water/Electric	172	172	206	206	188	Hydro Pump	W	Supersonic	N	Spark	E	Flail	N
Lapras	413	Water/Ice	218	208	218	238	166	Whirlpool	W	Mist	I	Icy Wind	I	Perish Song	N
Larvitar	288	Rock/Ground	211	185	173	183	165	Rock Slide	R	Swagger	N	Earthquake	Gd	Hyper Beam	N
Ledian	284	Bug/Flying	141	169	179	289	239	Giga Drain	Gr	Supersonic	N	Dig	Gd	Hyper Beam	N
Ledyba	268	Bug/Flying	123	145	163	243	193	Double-Edge	N	Safeguard	N	Ice Punch	I	Reflect	Ps
Lickitung	354	Normal	181	219	189	219	129	Hyper Beam	N	Supersonic	N	Shadow Ball	Gh	Surf	W
Machamp	337	Fighting	312	212	182	222	160	Submission	Ft	Scary Face	N	Fire Punch	Fi	Thunderpunch	E
Machoke	327	Fighting	264	202	162	182	154	Vital Throw	Ft	Foresight	N	Strength	N	Dig	Gd
Machop	321	Fighting	236	178	146	146	148	Cross Chop	Ft	Double Team	N	Seismic Toss	Ft	Earthquake	Gd
Magby	264	Fire	221	143	209	179	235	Flamethrower	Fi	Sunny Day	Fi	Iron Tail	S	Confuse Ray	Gh
Magcargo	267	Fire/Rock	164	302	222	222	124	Fire Blast	Fi	Amnesia	Ps	Rock Slide	R	Smog	Po
Magikarp	234	Water	109	199	123	133	251	Tackle	N	—	—	Flail	N	Splash	N
Magmar	289	Fire	246	170	254	224	240	Fire Punch	Fi	Confuse Ray	Gh	Smog	Po	Smokescreen	N
Magnemite	231	Electric/Steel	146	218	266	186	168	Thunder	E	Thunder Wave	E	Frustration	N	Supersonic	N
Magneton	259	Electric/Steel	176	246	294	194	194	Thunder	E	Thunder Wave	E	Swift	N	Flash	N
Mankey	261	Fighting	236	148	146	166	218	Cross Chop	Ft	Screech	N	Strength	N	Double Team	N
Mantine	289	Water/Flying	136	196	214	334	194	Wing Attack	Fl	Supersonic	N	Waterfall	W	Take Down	N
Mareep	298	Electric	163	165	213	173	153	Thunder	E	Thunder Wave	E	Headbutt	N	Light Screen	Ps
Marill	334	Water	129	189	133	193	171	Surf	W	Swagger	N	Rollout	R	Defense Curl	N
Marowak	287	Ground	224	282	162	222	154	Bone Rush	Gd	Focus Energy	N	Thrash	N	Thunderpunch	E
Meganium	313	Grass	212	248	214	248	206	Solarbeam	Gr	Reflect	Ps	Strength	N	Poisonpowder	Po
Meowth	268	Normal	173	155	163	163	263	Slash	N	Screech	N	Faint Attack	Dk	Shadow Ball	Gh
Metapod	294	Bug	129	199	143	143	151	Harden	N	—	—	—	—	—	—
Miltank	349	Normal	216	266	134	194	254	Stomp	N	Bide	N	Ice Punch	I	Attract	N
Misdreavus	287	Ghost	184	182	232	232	234	Shadow Ball	Gh	Pain Split	N	Thunder	E	Psywave	Ps
Moltres	320	Fire/Flying	235	215	285	205	215	Fire Blast	Fi	Endure	N	Sky Attack	Fl	Roar	N
Mr. Mime	239	Psychic	146	186	254	294	234	Psybeam	Ps	Substitute	N	Barrier	Ps	Baton Pass	N
Muk	365	Poison	262	202	180	250	150	Sludge	Po	Acid Armor	Po	Dynamicpunch	Ft	Disable	N
Murkrow	287	Dark/Flying	234	146	232	146	246	Faint Attack	Dk	Haze	I	Fly	Fl	Night Shade	Gh
Natu	261	Psychic/Flying	176	168	216	166	218	Psychic	Ps	Confuse Ray	Gh	Future Sight	Ps	Night Shade	Gh
Nidoking	321	Poison/Ground	240	210	224	204	224	Horn Attack	N	Horn Drill	N	Mud-Slap	Gd	Thunder	E
Nidoqueen	339	Poison/Ground	220	230	204	224	206	Body Slam	N	Toxic	Po	Mud-Slap	Gd	Ice Punch	I
Nidoran♀	298	Poison	177	189	163	163	165	Headbutt	N	Toxic	Po	Iron Tail	S	Blizzard	I
Nidoran♂	280	Poison	197	165	163	163	183	Headbutt	N	Horn Drill	N	Iron Tail	S	Thunder	E
Nidorina	314	Poison	195	203	179	179	181	Strength	N	Toxic	Po	Bite	Dk	Blizzard	I
Nidorino	296	Poison	215	183	179	179	199	Strength	N	Horn Drill	N	Double Kick	Ft	Thunder	E
Ninetales	299	Fire	200	198	210	248	246	Fire Blast	Fi	Roar	N	Quick Attack	N	Safeguard	N
Noctowl	367	Normal/Flying	164	162	214	254	204	Fly	Fl	Foresight	N	Take Down	N	Confusion	Ps
Octillery	309	Water	266	206	264	204	144	Octazooka	W	Lock-on	N	Hyper Beam	N	Focus Energy	N
Oddish	271	Grass/Poison	176	188	228	206	138	Giga Drain	Gr	Stun Spore	Gr	Sludge Bomb	Po	Moonlight	N
Omanyte	244	Rock/Water	151	269	249	179	139	Surf	W	Protect	N	Ancientpower	R	Blizzard	I
Omastar	299	Rock/Water	176	306	284	194	164	Water Gun	W	Bite	Dk	Ancientpower	R	Spike Cannon	N
Onix	244	Rock/Ground	161	389	129	159	209	Earthquake	Gd	Sandstorm	R	Rock Throw	R	Strength	N
Paras	258	Bug/Grass	223	195	173	193	133	Giga Drain	Gr	Growth	N	Slash	N	Spore	Gr
Parasect	287	Bug/Grass	254	222	182	222	124	Giga Drain	Gr	Spore	Gr	Slash	N	Fury Cutter	B
Persian	297	Normal	204	182	192	192	294	Headbutt	N	Growl	N	Bite	Dk	Roar	N
Phanpy	361	Ground	196	198	156	156	158	Earthquake	Gd	Swagger	N	Double-Edge	N	Double Team	N
Pichu	234	Electric	169	119	163	163	211	Thunder	E	Sweet Kiss	N	Headbutt	N	Attract	N
Pidgeot	325	Normal/Flying	216	206	194	194	236	Fly	Fl	Whirlwind	N	Swift	N	Steel Wing	S
Pidgeotto	307	Normal/Flying	196	188	176	176	220	Fly	Fl	Mirror Move	Fl	Frustration	N	Steel Wing	S
Pidgey	268	Normal/Flying	173	165	153	153	195	Fly	Fl	Sand-Attack	Gd	Return	N	Steel Wing	S
Pikachu	251	Electric	186	138	176	156	258	Thunderbolt	E	Thunder Wave	E	Headbutt	N	Iron Tail	S
Piloswine	363	Ice/Ground	260	218	178	178	160	Icy Wind	I	Mist	I	Earthquake	Gd	Fury Attack	N
Pineco	288	Bug	213	265	153	153	113	Double-Edge	N	Spikes	Gd	Giga Drain	Gr	Explosion	N
Pinsir	285	Bug	302	252	160	190	220	Fury Cutter	B	Focus Energy	N	Vicegrip	N	Submission	Ft
Politoed	335	Water	202	202	230	250	190	Whirlpool	W	Swagger	N	Icy Wind	I	Perish Song	N
Poliwag	261	Water	178	158	156	156	258	Hydro Pump	W	Rain Dance	W	Body Slam	N	Hypnosis	Ps
Poliwhirl	304	Water	201	199	169	169	249	Surf	W	Rest	Ps	Snore	N	Belly Drum	N
Poliwrath	333	Water/Fighting	218	238	188	228	186	Dynamicpunch	Ft	Mind Reader	N	Hydro Pump	W	Doubleslap	N
Ponyta	267	Fire	234	172	192	192	244	Fire Blast	Fi	Sunny Day	Fi	Headbutt	N	Iron Tail	S
Porygon	304	Normal	191	209	239	219	149	Tri Attack	N	Conversion 2	N	Blizzard	I	Sharpen	N
Porygon2	323	Normal	208	228	258	238	166	Swift	N	Conversion	N	Zap Cannon	E	Thief	Dk
Primeape	289	Fighting	266	176	174	194	244	Cross Chop	Ft	Focus Energy	N	Dig	Gd	Curse	?
Psyduck	281	Water	180	174	206	176	188	Surf	W	Psych Up	N	Dig	Gd	Swagger	N
Pupitar	307	Rock/Ground	232	202	192	202	166	Rock Slide	R	Screech	N	Dig	Gd	Hyper Beam	N
Quagsire	357	Water/Ground	234	232	192	192	134	Surf	W	Amnesia	Ps	Dig	Gd	Slam	N
Quilava	283	Fire	192	178	222	192	224	Fire Blast	Fi	Smokescreen	N	Rollout	R	Strength	N
Qwilfish	297	Water/Poison	254	212	172	172	234	Sludge Bomb	Po	Minimize	N	Hydro Pump	W	Pin Missile	B

LEVEL 100 RENTAL POKÉMON (CONTINUED)

NAME	HP	TYPE	ATK	DEF	SATK	SDEF	SPD	MOVE 1	TYPE	MOVE 2	TYPE	MOVE 3	TYPE	MOVE 4	TYPE
Raichu	279	Electric	236	166	234	214	254	Thunder	E	Tail Whip	N	Quick Attack	N	Thunder Wave	E
Raikou	323	Electric	208	188	268	238	268	Spark	E	Roar	N	Quick Attack	N	Flash	N
Rapidash	285	Fire	252	192	210	210	260	Fire Spin	Fi	Toxic	Po	Stomp	N	Attract	N
Raticate	277	Normal	226	182	162	202	258	Super Fang	N	Scary Face	N	Hyper Fang	N	Pursuit	Dk
Rattata	248	Normal	195	155	133	153	227	Super Fang	N	Focus Energy	N	Headbutt	N	Shadow Ball	Gh
Remoraid	258	Water	213	155	213	153	213	Surf	W	Lock-On	N	Ice Beam	I	Hyper Beam	N
Rhydon	369	Ground/Rock	316	296	144	144	134	Dig	Gd	Scary Face	N	Stomp	N	Zap Cannon	E
Rhyhorn	341	Ground/Rock	246	268	136	136	128	Earthquake	Gd	Scary Face	N	Rollout	R	Iron Tail	S
Sandshrew	281	Ground	226	248	116	136	158	Earthquake	Gd	Sandstorm	R	Slash	N	Fury Cutter	B
Sandslash	309	Ground	256	276	144	164	184	Earthquake	Gd	Sandstorm	R	Fury Swipes	N	Sand-Attack	Gd
Scizor	295	Bug/Steel	312	252	160	210	180	Metal Claw	S	Leer	N	Cut	N	Agility	Ps
Scyther	295	Bug/Flying	272	212	160	210	260	Wing Attack	Fl	Focus Energy	N	Pursuit	Dk	Swift	N
Seadra	277	Water	194	252	252	152	234	Surf	W	Smokescreen	N	Dragonbreath	D	Swift	N
Seaking	323	Water	244	188	188	218	196	Waterfall	W	Supersonic	N	Flail	N	Horn Drill	N
Seel	311	Water	166	188	166	216	168	Surf	W	Safeguard	N	Ice Beam	I	Headbutt	N
Sentret	264	Normal	181	157	163	183	131	Headbutt	N	Defense Curl	N	Shadow Ball	Gh	Rollout	R
Shellder	241	Water	206	278	166	126	158	Surf	W	Supersonic	N	Ice Beam	I	Swift	N
Shuckle	207	Bug/Rock	84	522	82	522	74	Sludge Bomb	Po	Sandstorm	R	Rollout	R	Bide	N
Skarmory	289	Steel/Flying	216	336	134	194	194	Steel Wing	S	Agility	Ps	Fly	Fl	Fury Attack	N
Skiploom	291	Grass/Flying	166	178	166	206	238	Solarbeam	Gr	Sunny Day	Fi	Headbutt	N	Synthesis	Gr
Slowbro	353	Water/Psychic	210	278	258	218	120	Surf	W	Growl	N	Confusion	Ps	Disable	N
Slowking	349	Water/Psychic	206	216	254	274	114	Psychic	Ps	Growl	N	Water Gun	W	Disable	N
Slowpoke	361	Water/Psychic	206	208	156	156	108	Surf	W	Amnesia	Ps	Psychic	Ps	Earthquake	Gd
Slugma	274	Fire	169	169	233	173	131	Flamethrower	Fi	Amnesia	Ps	Rock Slide	R	Body Slam	N
Smeargle	304	Normal	129	159	133	183	241	Body Slam	N	Confuse Ray	Gh	Mach Punch	Ft	Flamethrower	Fi
Smoochum	271	Ice/Psychic	136	108	248	206	208	Psychic	Ps	Sweet Kiss	N	Blizzard	I	Sing	N
Sneasel	277	Dark/Ice	254	172	132	212	294	Ice Punch	I	Screech	N	Faint Attack	Dk	Headbutt	N
Snorlax	473	Normal	268	178	178	268	106	Headbutt	N	Curse	?	Fire Punch	Fi	Defense Curl	N
Snubbull	308	Normal	243	185	163	163	143	Strength	N	Swagger	N	Shadow Ball	Gh	Charm	N
Spearow	268	Normal/Flying	203	145	145	145	223	Drill Peck	Fl	Mirror Move	Fl	Frustration	N	Steel Wing	S
Spinarak	274	Bug/Poison	209	169	173	173	151	Sludge Bomb	Po	Night Shade	Gh	Leech Life	B	Dig	Gd
Squirtle	269	Water	172	208	176	204	164	Surf	W	Rain Dance	W	Bite	Dk	Blizzard	I
Stantler	305	Normal	246	180	224	184	224	Stomp	N	Hypnosis	Ps	Dream Eater	Ps	Mud-Slap	Gd
Starmie	273	Water/Psychic	198	218	248	218	276	Waterfall	W	Harden	N	Zap Cannon	E	Rapid Spin	N
Staryu	241	Water	166	188	216	186	248	Psychic	Ps	Recover	N	Hydro Pump	W	Thunder	E
Steelix	303	Steel/Ground	218	448	158	178	106	Iron Tail	S	Sandstorm	R	Mud-Slap	Gd	Rock Throw	R
Sudowoodo	307	Rock	264	292	122	192	124	Rock Slide	R	Mimic	N	Dig	Gd	Strength	N
Suicune	343	Water	188	268	218	268	208	Bubblebeam	W	Roar	N	Gust	Fl	Curse	?
Sunflora	317	Grass	214	172	272	232	124	Razor Leaf	Gr	Growth	G	Hyper Beam	N	Toxic	Po
Sunkern	254	Grass	149	149	153	153	151	Giga Drain	Gr	Growth	G	Sludge Bomb	Po	Attract	N
Swinub	294	Ice/Ground	189	169	153	153	191	Blizzard	I	Mist	I	Earthquake	Gd	Strength	N
Tangela	297	Grass	174	292	262	142	184	Giga Drain	Gr	Growth	G	Thief	Dk	Sleep Powder	Gr
Tauros	309	Normal	256	246	134	194	274	Horn Attack	N	Scary Face	N	Pursuit	Dk	Rock Smash	Ft
Teddiursa	301	Normal	236	178	178	178	158	Slash	N	Attract	N	Faint Attack	Dk	Earthquake	Gd
Tentacool	261	Water/Poison	156	148	176	276	218	Surf	W	Screech	N	Sludge Bomb	Po	Blizzard	I
Tentacruel	313	Water/Poison	188	178	208	288	246	Bubblebeam	W	Barrier	Ps	Sludge Bomb	Po	Wrap	N
Togepi	264	Normal	129	219	173	223	131	Headbutt	N	Sweet Kiss	N	Metronome	N	Attract	N
Togetic	277	Normal/Flying	144	232	222	272	144	Fly	Fl	Charm	N	Double-Edge	N	Metronome	N
Totodile	281	Water	206	206	164	172	164	Surf	W	Screech	N	Blizzard	I	Slash	N
Typhlosion	309	Fire	216	204	266	218	246	Flame Wheel	Fi	Smokescreen	N	Swift	N	Rock Smash	Ft
Tyranitar	343	Rock/Dark	306	258	228	238	160	Bite	Dk	Sandstorm	R	Mud-Slap	Gd	Leer	N
Tyrogue	264	Fighting	159	159	163	163	161	Rock Smash	Ft	Attract	N	Strength	N	Double Team	N
Umbreon	343	Dark	178	268	168	308	176	Faint Attack	Dk	Mean Look	N	Quick Attack	N	Sand-Attack	Gd
Unown	275	Psychic	230	180	230	182	180	Hidden Power	N	—	—	—	—	—	—
Ursaring	335	Normal	312	202	200	200	160	Dig	Gd	Rest	Ps	Fire Punch	Fi	Snore	N
Vaporeon	413	Water	178	168	268	238	176	Waterfall	W	Sand-Attack	Gd	Quick Attack	N	Acid Armor	Po
Venomoth	303	Bug/Poison	190	180	238	208	238	Sludge Bomb	Po	Foresight	N	Psychic	Ps	Leech Life	B
Venonat	301	Bug/Poison	186	178	156	186	168	Sludge Bomb	Po	Stun Spore	Gr	Psychic	Ps	Supersonic	N
Venusaur	313	Grass/Poison	212	214	248	248	206	Giga Drain	Gr	Growl	N	Tackle	N	Poisonpowder	Po
Victreebel	319	Grass/Poison	266	186	254	174	194	Solarbeam	Gr	Growth	G	Acid	Po	Sleep Powder	Gr
Vileplume	309	Grass/Poison	216	226	254	234	154	Petal Dance	Gr	Poisonpowder	Po	Acid	Po	Sweet Scent	N
Voltorb	261	Electric	136	178	186	186	278	Thunder	E	Rain Dance	W	Selfdestruct	N	Mirror Coat	Ps
Vulpix	264	Fire	165	165	183	213	213	Flamethrower	Fi	Sunny Day	Fi	Dig	Gd	Confuse Ray	Gh
Wartortle	285	Water	190	222	192	222	180	Waterfall	W	Rapid Spin	N	Icy Wind	I	Dig	Gd
Weedle	274	Bug/Poison	159	149	133	133	191	Poison Sting	Po	—	—	String Shot	B	—	—
Weepinbell	304	Grass/Poison	251	169	239	159	179	Razor Leaf	Gr	Growth	G	Sludge Bomb	Po	Stun Spore	Gr
Weezing	289	Poison	236	296	224	194	174	Sludge	Po	Haze	I	Zap Cannon	E	Selfdestruct	N
Wigglytuff	447	Normal	204	152	212	162	154	Double-Edge	N	Sing	N	Fire Punch	Fi	Disable	N
Wobbuffet	547	Psychic	130	178	128	178	130	Counter	Ft	Destiny Bond	Gh	Mirror Coat	Ps	Safeguard	N
Wooper	304	Water/Ground	179	179	143	143	121	Surf	W	Amnesia	Ps	Earthquake	Gd	Ice Punch	I
Xatu	289	Psychic/Flying	206	196	244	194	244	Fly	Fl	Flash	N	Future Sight	Ps	Night Shade	Gh
Yanma	304	Bug/Flying	201	159	219	159	259	Giga Drain	Gr	Double Team	N	Headbutt	N	Swagger	N
Zapdos	320	Electric/Flying	215	205	285	215	235	Thunder	E	Detect	Ft	Rock Smash	Ft	Flash	N
Zubat	274	Poison/Flying	179	159	153	173	201	Wing Attack	Fl	Toxic	Po	Giga Drain	Gr	Confuse Ray	Gh

A Surprise Change in the Line-Up!

When you get to the R-2 Prime Cup, take a close look at the lineup of Rental Pokémon. Mew and Celebi, those elusive, promotion-only Pokémon, have joined the ranks of the L100 Rental Pokémon! They only appear in this lineup (that is, you won't find them anywhere else in the game) and you will definitely want to make them a part of your battle team!

MEW

L100

Type: Psychic

Moves:

Psychic	Ps
Flash	N
Metronome	N
AncientPower	R

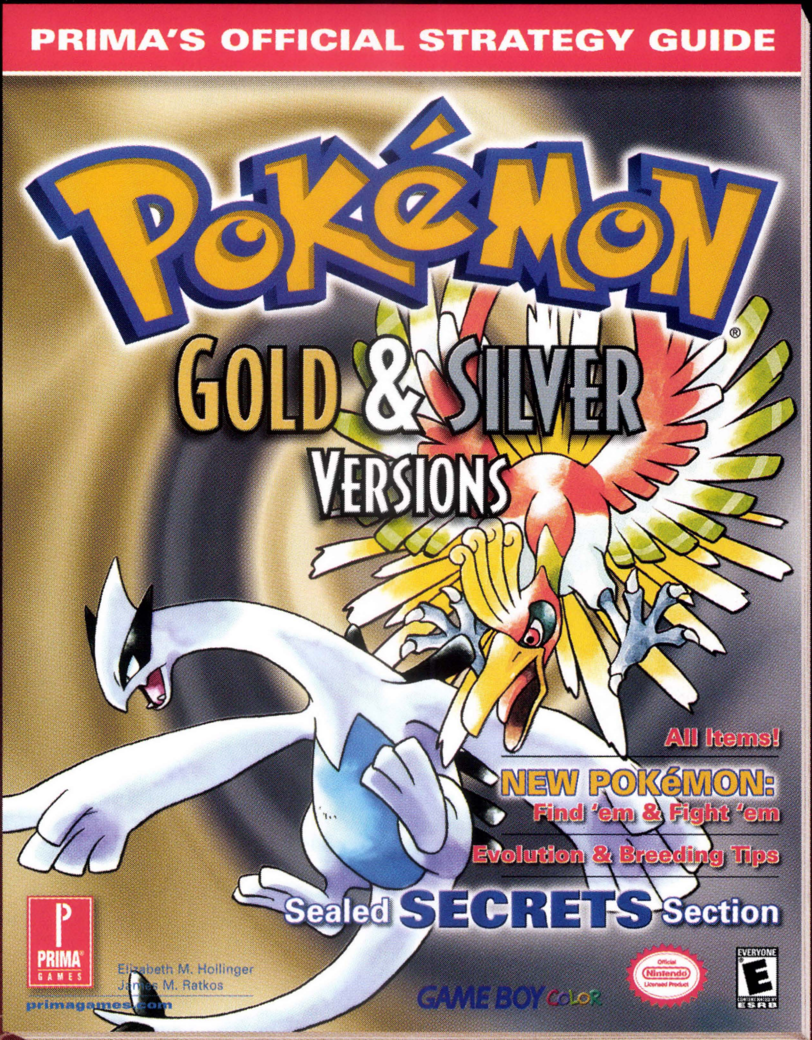
CELEBI

L100

Type: Grass/Psychic

Moves:

Giga Drain	Gr
Heal Bell	N
Future Sight	Ps
AncientPower	R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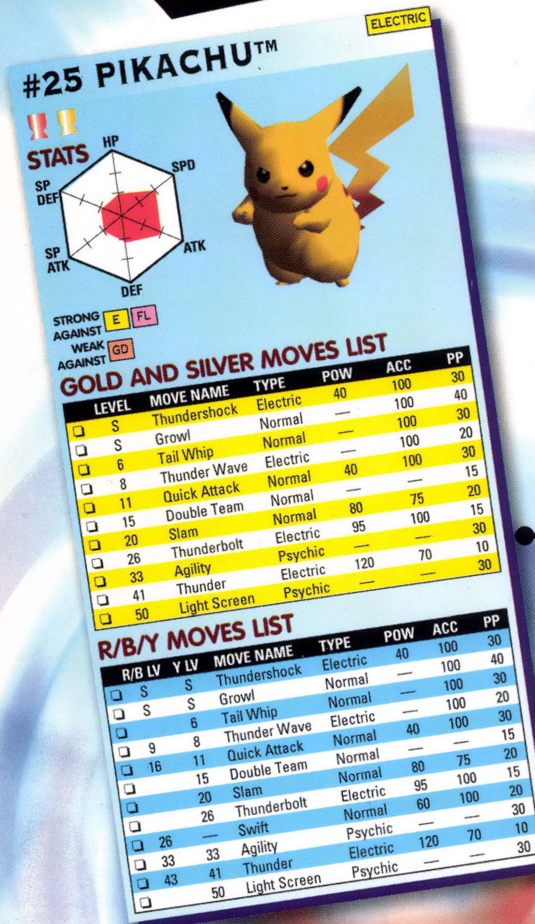

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STATS

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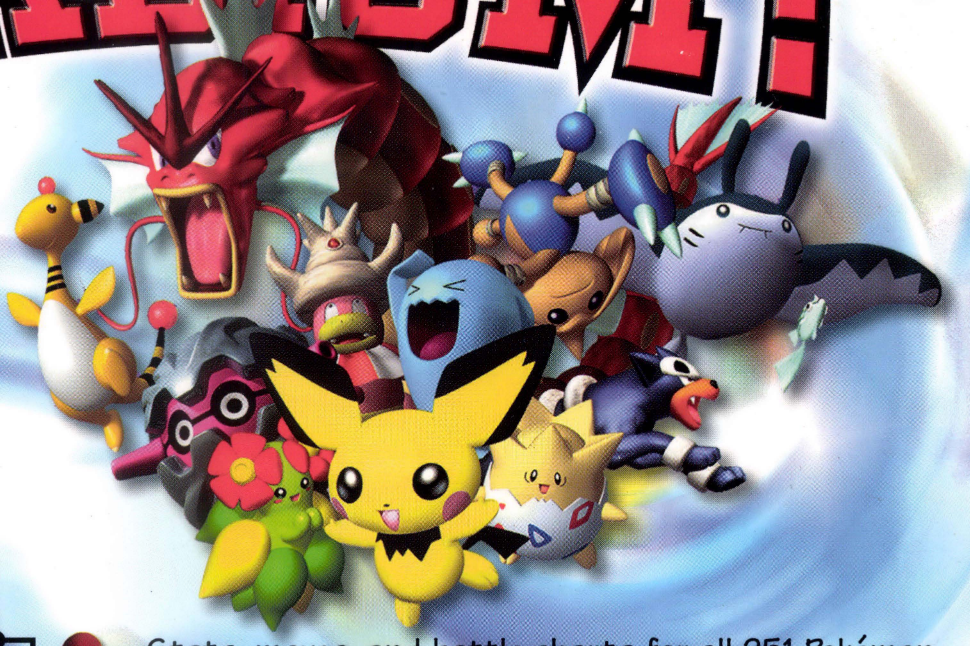
GOLD AND SILVER MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Thundershock	Electric	40	100	30
☐	S	Growl	Normal	—	100	40
☐	6	Tail Whip	Normal	—	100	30
☐	8	Thunder Wave	Electric	—	100	20
☐	11	Quick Attack	Normal	40	100	30
☐	15	Double Team	Normal	—	—	15
☐	20	Slam	Normal	80	75	20
☐	26	Thunderbolt	Electric	95	100	15
☐	33	Agility	Psychic	—	—	30
☐	41	Thunder	Electric	120	70	10
☐	50	Light Screen	Psychic	—	—	30

R/B/Y MOVES LIST

	R/B LV	Y LV	MOVE NAME	TYPE	POW	ACC	PP
☐	S	S	Thundershock	Electric	40	100	30
☐	S	S	Growl	Normal	—	100	40
☐		6	Tail Whip	Normal	—	100	30
☐	9	8	Thunder Wave	Electric	—	100	20
☐	16	11	Quick Attack	Normal	40	100	30
☐		15	Double Team	Normal	—	—	15
☐		20	Slam	Normal	80	75	20
☐		26	Thunderbolt	Electric	95	100	15
☐	26	—	Swift	Normal	60	100	20
☐	33	33	Agility	Psychic	—	—	30
☐	43	41	Thunder	Electric	120	70	10
☐		50	Light Screen	Psychic	—	—	30
☐							



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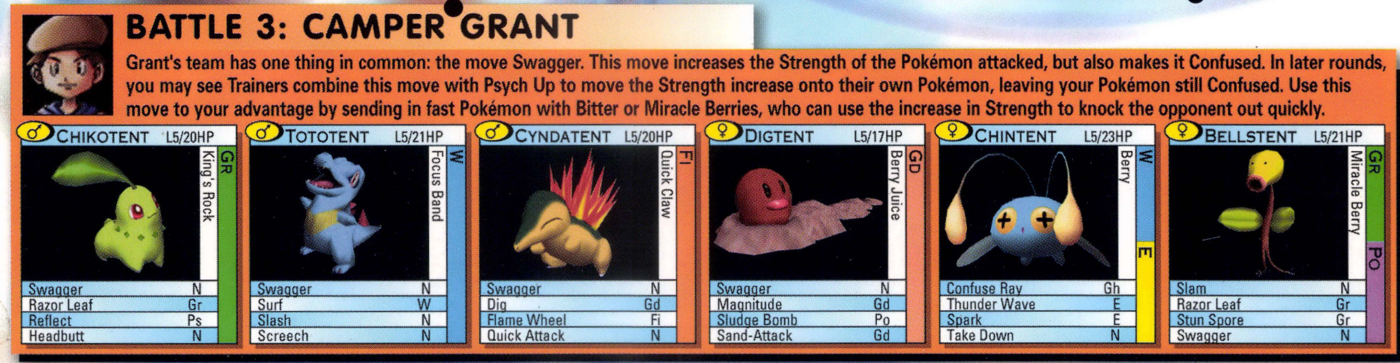

BATTLE 3: CAMPER GRANT

Grant's team has one thing in common: the move Swagger. This move increases the Strength of the Pokémon attacked, but also makes it Confused. In later rounds, you may see Trainers combine this move with Psych Up to move the Strength increase onto their own Pokémon, leaving your Pokémon still Confused. Use this move to your advantage by sending in fast Pokémon with Bitter or Miracle Berries, who can use the increase in Strength to knock the opponent out quickly.

♂ CHIKOTENT L5/20HP		♂ TOTOTENT L5/21HP		♂ CYNDATENT L5/20HP	
King's Rock	GR	Focus Band	W	Quick Claw	FI
Swagger	N	Swagger	N	Swagger	N
Razor Leaf	Gr	Surf	W	Dig	Gd
Reflect	Ps	Slash	N	Flame Wheel	Fi
Headbutt	N	Screech	N	Quick Attack	N

♀ DIGTENT L5/17HP		♀ CHINTENT L5/23HP		♀ BELLSTENT L5/21HP	
Berry Juice	GD	Berry	W E	Miracle Berry	GR PO
Swagger	N	Confuse Ray	Gh	Slam	N
Magnitude	Gd	Thunder Wave	E	Razor Leaf	Gr
Sludge Bomb	Po	Spark	E	Stun Spore	Gr
Sand-Attack	Gd	Take Down	N	Swagger	N

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